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Yu-Gi-Oh!

Worldwide Edition

Stairway to the Destined Duel



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Yu-Gi-Oh! Worldwide Edition

Stairway to the Destined Duel



prima's official strategy guide

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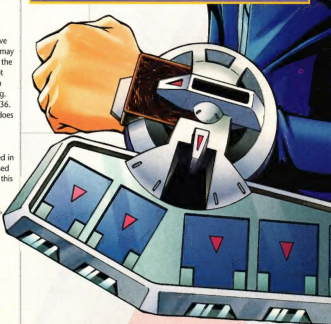
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Introduction to Dueling

In the alleys of Battle City, Dueling thrives stronger than ever! Hot on the heels of *Eternal Duelist Soul* comes *Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel*, a new Yu-Gi-Oh! game that is bigger and better than any of its predecessors.

With more than 1,000 cards and 25 Duelists, this promises to be the best Dueling experience yet. So prepare yourself and your cards. It's time to Duel!

The Road to the Destined Duel



A new adventure awaits in Yu-Gi-Oh! *Stairway to the Destined Duel*.

In *Yu-Gi-Oh! Stairway to the Destined Duel*, familiar Duelists such

as Yugi, Tea, and Seto return to Duel you for fame, glory, and the rights to hundreds of cards. But lurking in the shadows of Battle City are the Ghouls, who are out to steal rare cards from all Duelists.




These indiscriminate thieves are determined to ruin Dueling for everybody, but they've tangled with the wrong person—you. As you battle your rivals and gain powerful new cards, you acquire the strength and skill to take on the world's best Duelists, such as Yugi and Pegasus, and eventually stop Marik Ishtar and his thieving Rare Hunters. For more on the story and how it unfolds in *Yu-Gi-Oh! Stairway to the Destined Duel*, read the Campaign Walkthrough.

What's New

Stairway to the Destined Duel is similar to its predecessor, *Eternal Duelist Soul*. In addition to faithful adherence to the trading card game, the games have the same interface, password system, and basic gameplay.

But if you haven't played *Eternal Duelist Soul*, don't worry. *Stairway to the Destined Duel* is a perfect adaptation of the trading card game, completely faithful to card game rules. The transition from the physical card game to this video game is extremely easy.

But there are a few differences from *Eternal Duelist Soul*:

-  **More cards:** Addition of many cards that weren't in previous Yu-Gi-Oh! games.
-  **A new Battle City:** Battle City now encompasses 14 city blocks through which you wander to find Duelists to challenge and non-Dueling passersby to talk to.
-  **New Duelists:** *Stairway to the Destined Duel* has 26 Duelists. Many have returned from *Eternal Duelist Soul*, but some are new. You find Dark Marik, Dark Tea, Dark Joy, and Duke Devlin joining the ranks of Pegasus, Mai, Strings, and other favorites.





Rock, Paper, Scissors

When you begin a Duel against one of the computer-controlled Duelists or a friend playing through the Game Boy Advance Link Cable, you first play a quick game of Rock, Paper, Scissors to determine who goes first. The winner decides. Going first isn't always best.

The Duelist who goes first cannot attack. Although you can play your Monster, Magic, and Trap Cards, you can't attack your opponent with your first Monster until your second turn. The player who goes second has no such restrictions.


















Dueling Basics

-  Each player starts with 8,000 Life Points.
-  At the beginning of the Duel, each player draws five cards.
-  At the beginning of each turn, including your first turn, you draw a card.
-  The playing area is called the Dueling Field.



The Dueling Field

-  You can summon onto the Field one Monster Card per turn, provided it is a four-star creature or less.
-  Monsters with more than four stars require a sacrifice before they can be played on the Field.
-  A Special Summon can be put on the Field under special circumstances and does not count toward the usual limit of one Monster summoning per turn.
-  You can play any number of Magic and Trap Cards per turn.
-  You can have a maximum of five Monster Cards on the Field.
-  You can have a maximum of five Magic or Trap Cards (in any combination) on the Field, including a Field Magic Card.
-  Bringing a card from your hand into play on the Field is called either a "summon" or a "Set", depending on how you place the card. When you summon a Monster, you place it face-up in the vertical or Attack Position. When you Set a Monster, Magic, or Trap Card, you place it face-down on the Field in a horizontal position to indicate that they are in Defense Position.
-  Monsters in Attack Position can attack an opponent's Monsters during the Battle Phase of the turn. If they are attacked, any damage beyond their ATK value harms you directly.
-  Monsters in Defense Position cannot attack, but when they are destroyed in battle, any damage beyond their DEF rating does not harm you.
-  You do not have to play any cards during your turn if you don't want to.
-  If at the end of your turn you have more than six cards, you must discard until you hold six or fewer cards.

-  The minimum Deck size is 40 cards. The maximum Deck size is 60 cards. Any Fusion Monsters in your Deck don't count and are kept in a separate area of the Field away from the rest of your Deck during play. For more on Fusion Monsters, refer to "Card Types" later in this section.
-  You may also create a Side Deck of 15 cards that are unavailable during a Duel. If you are playing a Match—a set of three Duels—you can swap out cards from your existing Deck for cards from your Side Deck after each Duel. This allows you to adjust your game plan to your opponent's strategies.
-  You do not need a Side Deck to compete in a Duel or Match, however. It is purely optional.
-  One player wins the Match when he meets one of several victory conditions.

Turn Phases

Each player's turn consists of six phases.

Draw Phase

You draw one card from the top of your Deck in this phase.

Standby Phase

During this phase, the effects of cards in play are activated. A card that gives you +500 Life Points each turn, for example, would give you a bonus life during the Standby Phase.

Main Phase 1

In this phase, you summon or Set your Monster, Magic, and Trap Cards. Once you position a Monster in this phase, it cannot be changed until the next turn.

Battle Phase

In this phase, any of your face-up Attack Position Monsters may attack your opponent's Monsters. If your opponent has no Monsters on the Field, you may attack him or her directly.

Main Phase 2

This phase is identical to Main Phase 1, but if you have already summoned or Set a Monster in Main Phase 1, you cannot do so again in this phase.

End Phase

If you have more than six cards in your hand at the end of your turn, you must discard.





The Different Decks

You carry three Decks when seeking Duels, not including your Trunk. The Trunk is where you keep all your extra cards.

Main Deck

Your Main Deck consists of 40 to 60 cards plus any Fusions you have. Fusions don't count against the 60-card limit.

Fusion Deck



When you are in a Duel, your Fusion Cards are separated and put in a Fusion Deck in a part of the Field separate from your Main Deck. The Fusion Deck can have a maximum of 20 Fusion Monsters. You don't need a Fusion Deck to Duel.

Side Deck



This Deck can hold up to 15 cards. During a Match, you can swap out cards from your Main Deck for new cards from your Side Deck between Duels.

The Side Deck should have cards that are especially good against certain situations but not for everyday use. For example, keep cards that are specially designed to fight Dragons, such as Dragon Capture Jar, in your Side Deck until you face Seto. Then swap it in from your Side Deck for a big advantage. You don't need a Side Deck to Duel or play a Match.

Winning a Duel

-  You win a Duel when you reduce your opponent to 0 Life Points or fewer.
-  The first Duelist who has no cards in his Deck to draw in the Draw Phase of his turn is declared the loser.



-  You win a Duel if you have the five Exodia Cards in your hand. They are Exodia the Forbidden One, the Left Arm of the Forbidden One, the Right Arm of the Forbidden One, the Left Leg of the Forbidden One, and the Right Leg of the Forbidden One.
-  If you have the Destiny Board Card, you can win a Duel if you use the card's special ability to play all four Spirit Messages onto the Field. One Spirit Message may be played in a turn.

Card Types

Yu-Gi-Oh! Stairway to the Destined Duel features three types of cards—Monster Cards, Magic Cards, and Trap Cards. Monsters can attack enemy Monsters or the opposing Duelist directly.

Magic Cards have a variety of effects, all of which come into play if activated from your hand or on the Field by being flipped face-up.

Trap Cards must be set on the Field before they can be played. Their effects cannot be activated from your hand directly. Usually, they can be played only in reaction to an opposing Duelist's action—after an attack is declared, for example, or after a Monster has been summoned.



Monster Cards

Monster Cards come in four types—Normal, Effects, Fusion, and Ritual. All Monsters belong to one of 20 types, have one of six attributes, have a Monster Level (represented by stars), and have a value for Attack Points and Defense Points.

Effects Monsters

Effects Monsters have a special effect that comes into play under special circumstances. Effects Monsters may destroy enemy cards when flipped face-up, restore Life Points, or prevent the activation of Traps.



Fusion Monsters



Fusion Monsters can be played only after you combine two or more specific Monsters using the Magic Card called Polymerization. Cards used in the Fusion are sent to

your Graveyard and the newly summoned Fusion Monster is then put into play. Summoning a Fusion Monster is a Special Summons and does not count toward your limit of one summon or Set Monster per turn. The most powerful Monsters in the game are Fusion and Ritual Monsters.

Ritual Monsters



Ritual Monsters can be summoned only by activating a Magic Card keyed to the specific Ritual Monster. Then you must Tribute enough

Monsters to match the Ritual Monster's level. Unlike a Normal Summoning, Tributes to summon a Ritual Monster can be made from cards on the Field or in your hand.

For example, to summon the Level 8 Magician of Black Chaos, you must activate the Dark Magic Ritual Card and then sacrifice enough Monsters to add up to Level 8. Those Monsters would go to the Graveyard, and the Ritual Monster would come into play.

Ritual Monsters differ from Fusion Monsters in two respects: You do not need Polymerization to play them, and you can use any Monsters in any combination as long as they meet or exceed the level requirement. Also, summoning a Ritual Monster is a Special Summons. Unlike other Monsters, it does not count toward your limit of one summoned or Set Monster per turn.

Tribute and Summoning Monsters



All Monsters have a Level from 1 to 12. Monsters at Level 1 through 4 can be summoned onto the Dueling Field once per turn. Monsters at Level 5 or higher cannot be brought into play without first sacrificing a Monster.

This Monster sacrifice is called a Tribute.

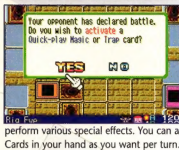
Monsters at Level 5 and 6 require one Tribute. Monsters at Level 7 or higher require two Tributes. When making a Tribute to play a higher-level Monster, you must sacrifice a creature from the Field, not from your hand.

Required Tributes	
Star Level	Tributes
1-4	None
5-6	1
7+	2





Magic and Trap Cards



Some Magic and Trap Cards, called Equip Cards, are attached to a specific Monster and either enhance or weaken that Monster. Usually, when that Monster is destroyed, so is the Equip Card.

Trap Cards must be set on your Field before they can be activated. Trap Cards are a little more restricted than Magic Cards in terms of when they can be played. In most cases, a Trap Card can be played as a response in any phase of a turn. At that point, they resolve as Magic Cards and also offer a wide variety of effects. Most Trap Cards can even be played during your opponent's turn to counter their attacks or actions. Trap Cards are an important defense against enemy Decks.

NOTE

One special type of Magic Card bears mentioning. This is the Field Magic Card. Only one Field Magic Card can be played at a time during a Duel. The most recent Field Magic Card played overrides the previous Field Magic Card.



The background has changed to Water to reflect that the Umi Field Magic Card is in play.

Field Magic Cards change the terrain of the Duel. Each Monster Type benefits from one or two specific terrains and suffers under others. Umi, the Water terrain card, boosts Fish Monsters but weakens Machine Monsters. Monsters boosted by a Field Magic Card get a 200-point bonus to ATK and DEF; Monsters weakened by it get a 200-point penalty.

Dueling Strategies

Winning a Duel in Yu-Gi-Oh! Stairway to the Destined Duel can be as simple as playing the strongest Monsters in the game or as complicated as setting up Traps and counter spells to confuse and confound the opponent while attacking with various Monsters and Magic Cards.

To dominate opposing Duelists and dodge potential defeat, however, make frequent use of Trap Cards and Effects Monsters.

Set Cunning Traps

Trap Cards are ideal for turning an opponent's perceived advantage back upon him or her. Leave a vulnerable Monster in Attack Position, with a Trap on the Field, for example, and lure your opponent into a reckless attack. As soon as the Duelist attacks, flip-up your Trap. Either destroy the opponent's Monster or inflict some equally annoying effect, such as redirecting your foe's attack back at him or freezing your foe's Monster in place.

The game has many elaborate Trap Cards. Some particularly useful ones are discussed further in the "Deck-Building Strategies" section.

The Wonders of Effects Cards

Effects Monsters have a role similar to that of Trap Cards. These Monsters have many of the powers of Trap and Magic Cards, but they can also defend and attack. Usually, the special effect comes into play once the card is flipped face-up, so Set most Effects Monsters initially face-down, in Defense Position.

A few Effects Monsters trigger their effect in another situation, such as dying. For example, when Giant Rat is sent to the Graveyard, it lets you Special Summon one Monster from your Deck into your hand. Make use of Effects Monsters and Trap Cards to punish an opponent who attacks you recklessly.



Use the Defense Position

Sometimes opposing Monsters surpass your Monsters' ATK ratings. In that case, make use of the Defense Position when playing Monsters. If you know your Monster is too weak to attack, Set it in Defense Position to protect your Life Points. It dies if attacked, but no damage goes through to you.

For a great lesson on why using Defense Position is good and never using it is bad, play Kaiba Mokuba in the campaign. He has a very bad habit of playing even his weakest Monsters in Attack Position, instead of in the much safer Defense Position. Such foolishness is the main reason he is the easiest Duelist to defeat.

Life and Death

In a typical Duel, you can lose Life Points in the blink of an eye. Always protect yourself with Magic Cards that can restore Life Points, or better yet, prevent damage before it ever happens.



With Solemn Wishes giving you bonus Life Points every round, you have the advantage.

Conversely, a good strategy is to attack your opponent on two fronts with Monsters and Magic. Monsters are easy to block and easy to kill, and with Magic Cards, you can directly harm an opposing Duelist. Consider it your knockout punch.

For a list of cards ideally suited to preventing and healing damage, as well as dishing it out, read the "Deck-Building Strategies" section.

NOTE



Chains are a series of cards played in response to each other. If you have a card that can counter a Magic Card, for example, the game asks if you want to resolve the card activation as part of a Chain. At that point, you could play a Trap Card like Magic Jammer to halt the opposing Magic Card.

The game only prompts you to respond if you have a card that can be played as a Chain. Otherwise, the Magic Card plays out normally. Even if asked to respond with a Chain, you are not obligated to do so. Sometimes, it is wiser to let the initial spell go through and save your Chain response for a more advantageous time.

Passwords

One of the best features of Yu-Gi-Oh! Stairway to the Destined Duel is that you can get all the cards in the game by entering the passwords from the actual cards.

Each Yu-Gi-Oh! trading card has an eight-digit number in the bottom left corner. Enter this number when you are playing a game by pressing **Ⓢ**. You're taken to a Password screen where you can input the number. You can only gain a card once from a password, no matter how many times you enter it.





Deck-Building Strategies

Just knowing the basics of how to Duel isn't enough to guarantee victory. The best Duelists have the game half won before they step onto the Dueling Field. They spend hours building their Decks, carefully adding and subtracting cards according to a focused strategy.

If you really want to succeed in Yu-Gi-Oh!, you must learn to build strong and useful Decks—Decks good enough to challenge any Duelist you face.

Deck Basics

Before building your Deck, you must first understand a few basics.

Deck Size

Your Deck must have a minimum of 40 cards and can have a maximum of 60. Try to keep your card count closer to 40 than 60. If your Deck is built around a core group of cards, every card beyond 40 is one more card standing between you and the cards you need. Trim your Deck to the minimum to increase your chances of drawing the card you want. Adding more cards decreases that chance.

Adding Cards



You start Stairway to the Destined Duel with a 41-card Deck, but you can add hundreds of new cards as you play the game.

After every Duel, you win the right to choose from among a selection of booster packs. Clicking on a booster gives you five cards. You also get five cards when you win tournaments or challenges, defeat Ghouls, and when you receive the weekly Yu-Gi-Oh! Magazine in the game.



All new cards go into the Trunk. Go to the Deck and Trunk view to move cards between your Trunk, Main Deck, and Side Deck as you build and tweak your new Deck.

Card Limits

You may not have more than three copies of a card in your Main and Side Decks. Limited and Semi-Limited Cards are even more restricted: You may have only two copies of a Semi-Limited Card in your Deck and only one copy of a Limited Card. You know these cards are really powerful if they are restricted in this way!

Look at them, at least, and consider adding them to your Deck. They are usually very powerful Magic and Trap Cards, or Effects Monsters with great abilities.

Semi-Limited Cards

- ☐ Backup Soldier
- ☐ Graceful Charity
- ☐ Morphing Jar #2
- ☐ Nobleman of Crossout
- ☐ Sangan



TIP

Magician of Faith



[Spellcaster/Effect]
FLIP: Select 1 Magic Card from your Graveyard and return it to your hand.

To get around the Semi-Limited and Limited restriction, add three *Magician of Faith* to your Deck. Each time this card is flipped, you can bring a Magic Card from

your Graveyard back into your hand and use it again. Having three *Magician of Faith* Cards could, for example, let you use *Magic Cylinder* four times!



Limited Cards

- ☐ Bell of Destruction
- ☐ Call Of The Haunted
- ☐ Card Destruction
- ☐ Ceasefire
- ☐ Change of Heart
- ☐ Confiscation
- ☐ Cyber Jar
- ☐ Dark Hole
- ☐ Delinquent Duo
- ☐ Exodia the Forbidden One
- ☐ Harpie's Feather Duster
- ☐ Heavy Storm
- ☐ Imperial Order
- ☐ Jinzo
- ☐ Left Arm of the Forbidden One
- ☐ Left Leg of the Forbidden One
- ☐ Limiter Removal
- ☐ Mage Power
- ☐ Magic Cylinder
- ☐ Mirror Force
- ☐ Monster Reborn
- ☐ Morphing Jar



- ☐ Painful Choice
- ☐ Pot of Greed
- ☐ Premature Burial
- ☐ Raigeki
- ☐ Right Arm of the Forbidden One
- ☐ Right Leg of the Forbidden One
- ☐ Slate Warrior
- ☐ Snatch Steal
- ☐ Swords of Revealing Light
- ☐ The Forceful Sentry
- ☐ United We Stand
- ☐ Upstart Goblin
- ☐ Witch of the Black Forest

Side Deck

In some instances in *Stairway to the Destined Duel*, you play Matches instead of Duels. A Match consists of a set of three Duels. The winner takes two Duels out of three. You build a Side Deck for Matches.

A Side Deck can have up to 15 cards. Your Side Deck should include cards that are too specialized or expensive for everyday use but are perfect against select Decks or Monsters. You can use Magic Cards that destroy certain types of creatures, such as Last Day of Witch. These are useful when you battle a Deck that is predominantly Spellcasters. Or you could add extra Trap Removal Cards to swap in if you fight a Magic-heavy Duelist such as the Ghoul Odion.

Expensive Effects Monsters could also go in here. Buster Blader, a Level 7 Monster with 2,600 ATK that gets +500 ATK for every Dragon on the opponent's Field, would be ideal to swap in when facing Seto and his Blue-Eyes White Dragon.

Monsters

Ultimately, *Stairway to the Destined Duel* is about beating up on the opposing Duelist. In most cases, you win by reducing your opponent's Life Points to 0. You do that quickest by playing lots of Monsters and attacking ferociously.

TIP

Look closely at the Level and power of all your Monsters.

Many Level 5-7 Monsters simply aren't worth the cost. They are priced high because their ATK and DEF values combine for a high sum. But you only use a Monster for one or the other, not both. You can be much more efficient by choosing lower-level Monsters that score high in one point area and low in the other.

Summoned Skull



Dark Magician



For instance, Dark Magician is a Level 7 Monster with 2,500 ATK and 2,100 DEF. It's a tough Monster to play because it requires two Tributes. At Level 6, Summoned Skull is much easier to play, and it has the same ATK strength—2,500! You won't ever use a Summoned Skull to defend, so you just need its high ATK. Ditch the Dark Magician for the Summoned Skull.

If you don't want to give up the defense power, you can choose from plenty of four-star Monsters with 2,000 DEF, such as Banisher of the Light and Mystical Elf, that have no Tribute cost. Weed out Monsters that look good but aren't worth their cost.

Yu-Gi-Oh!'s Tribute system makes playing the strongest Monsters tough. You can't just summon a 3,000 ATK Blue-Eyes White Dragon whenever you like. You need two Monsters on the Field to Tribute. And because you can only summon a Monster with a maximum of Level 4 each turn, you are restricted in the strength of Monsters you can play each turn. Having those two Monsters survive long enough for you to play that Dragon is easier said than done!

Tri-Horned Dragon



High-level cards such as Tri-Horned Dragon are strong, but if you have too many, you'll never have enough Tributes to pay for them all.

Because your Level 5 and higher Monsters need lower-level Monsters to summon them, always have enough cards at Level 4 and under to support them. If your Deck has 30 Monsters, don't add 15 Level 6 and higher Monsters with ATK 2,400 or more. They're strong, but you don't have enough Tributes to play them all.

Worse, excess high-level Monsters take up Deck space that could be used for more useful Effects Monsters or Magic Cards.

TIP

Swords of Revealing Light is a must-have Magic Card if you have lots of high-level Monsters in your Deck. It gives you three rounds to play Monsters without fear of attack. You can lay out the necessary Tribute without fear of losing it and get your Level 7 and higher creatures out easily.

Strive to have enough non-Tribute Monsters to support your Tribute Monsters. Of the Tribute Monsters, restrict your Deck to only one or two Monsters of Level 7 or higher. If you want large Monsters, Ritual Monsters are a much better bet, because you can Tribute Monsters from your hand, rather than just the Field.

The table below lays out a working guideline. As always, adjust it to your own Deck strategy.

Monster Level	Percentage of Total Monsters
Level 1-4	60-70 percent
Level 5-6	20-30 percent
Level 7+	0-10 percent

Of your low-level Monsters, one-third to one-half should be useful Effects Monsters. In a 40-card Deck with 20 Monsters, that means about seven Normal Monsters, seven Effects Monsters, four Level 5-6 Monsters, and two Level 7 or higher Monsters.

Ritual Monsters

Ritual Monsters are the best high-level Monsters in your Deck. They are better than Normal Monsters, especially at Level 7 and above, because you can Tribute Monsters from your hand right away, rather than wait to play a Monster on the Field.

Waiting for two Monsters to survive until the third round for a Tribute summon is risky; Ritual Monsters reduce the risk. If you have the right combination of cards in your starting hand, you can even play a 3,000 ATK Blast Luster Soldier on turn one! And because Ritual Monsters are Special Summons, you could summon another if you had any leftover Monsters.

Ritual Monsters are also better than Fusion Monsters because Fusions require two Monsters of a specified type. Rituals just require enough Star Levels to equal the Ritual Monster's level. If your Deck calls for a strong Monster, consider the Ritual Monster first.



Fusion Monsters

There is no harm in adding Fusion Monsters to your Deck, because they reside in a separate Fusion Deck on the Field. You can have up to 20 Monsters in your Fusion Deck. The problem is drawing the right combination of cards to play them in a Duel.

If you make Fusions a significant part of your strategy, add as many of the following cards to your Deck as possible.

- ☐ Beastking of the Swamps
- ☐ Cyber-Stein
- ☐ Fusion Sage
- ☐ Goddess with the Third Eye
- ☐ Monster Eye
- ☐ Mystical Sheep #1
- ☐ Magician of Faith
- ☐ Polymerization



Polymerization is the Magic Card that you must activate to create the Fusion. But Fusion Sage, Monster Eye, and Magician of Faith all let you bring that card into your hand faster, or even back from the Graveyard for more uses.

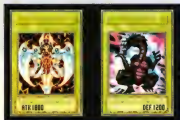


If you can't wait for the component creatures to fall into place, Beastking, Goddess, and Mystical Sheep #1 can substitute for one of your Fusion materials. Lastly, Cyber-Stein is immensely powerful because it lets you Special Summon any Monster from your Fusion Deck for 5,000 Life Points without the need for any other cards.

Despite being the most powerful Monsters in the game, Fusions are hard to count on. But if you use these cards to help you, you can make them a core part of your Deck strategy.

Strength in Non-Tribute Monsters

If you play the strongest Level 4 Monsters and reliably kill the opponent's Monsters before they can be Tributed for higher-level cards, you easily win the Duel—assuming you have your own Magic Cards to handle the opponent's game-altering Magic.



Because they can be played any time, many of the best Level 4 Monsters—among them Gemini Elf and Vorse Raider—are better than higher-level Normal Monsters twice their strength.

You could even try a Deck with no Level 7 or higher Monsters at all. If you can play the strongest non-Tribute Monsters, killing the opponent's Monsters so he can never Tribute for larger cards, you can win with no cards higher than Level 4. Throw in some Level 5 or 6 Monsters to ramp up the pressure, and you demolish the opponent, whose Monsters can't survive.



These are some of the best non-Tribute Monsters in the game. All these cards have a minimum ATK of 1,800 or a DEF of 2,000 and should be added to your Deck. As you find these cards in the game, replace your weaker Monsters with them. If the majority of your non-Effects Monsters are of this lot, you almost always have the upper hand against other Duelists. Copy Cat is unusual in that it's only a Level 1 Monster, but it can assume the ATK and DEF of any face-up Monster on the opponent's side, no matter what its level.

NOTE

For detailed information on each card, refer to the Card List section.

Best Attack Monsters

Card	ATK
Goblin Attack Force	2,300
Zombyra the Dark	2,100
Dark Elf	2,000
Panther Warrior	2,000
Gemini Elf	1,900
Slate Warrior	1,900
Vorse Raider	1,900
Mechanicalchaser	1,850
7 Colored Fish	1,800
Battle Steer	1,800
Bistro Butcher	1,800
Dunames Dark Witch	1,800
Gearfried the Iron Knight	1,800
Giant Red Seasnake	1,800
Harpie's Brother	1,800
La Jinn the Mystical Genie of the Lamp	1,800
Copy Cat	0

Best Defense Monsters

Card	DEF
Aqua Madoor	2,000
Banisher of the Light	2,000
Giant Soldier of Stone	2,000
Humanoid Slime	2,000
Mystical Elf	2,000
Prevent Rat	2,000
Spirit of the Harp	2,000
The Forgiving Maiden	2,000
Copy Cat	0



Magic and Trap Cards

Magic and Trap Cards can be an extremely powerful element of your Deck, producing a wide array of great effects—sometimes even winning the game for you.

TIP

Many Magic Cards can hurt you, so add Magic stoppers to your Deck. Magic Jammer is a Trap Card that counters a Magic Card, and Harpie's Feather Duster and Mystical Space Typhoon destroy any Magic and Trap Cards already in play.

These cards are the great equalizers. They can neutralize even the best enemy Monsters, giving you the chance to play your own creatures or get off your powerful spells. No matter what the focus of your Deck, add cards of these types:

- ☐ Monster Destruction
- ☐ Card Destruction
- ☐ Damage Prevention
- ☐ Magic and Trap Prevention



own for defense. Magic Destruction Cards, such as Harpie's Feather Duster, let you neutralize Magic Cards that could cripple your own Monsters. Meanwhile, Damage Prevention and Healing Cards let you survive an opposing Duelist's attacks, buying you time to draw your own game-winners.

Monster Destruction Cards, such as Dark Hole or Torrential Tribute, are perfect for wiping out huge Monsters you can't defeat or clearing out Monsters when you haven't any of your



TIP

Nothing can stall your momentum faster than Trap Cards such as Mirror Force (which destroys all your Attack Position Monsters) and Magic Cylinder, which redirects your Monster's ATK back at you. If you don't plan on using Traps of your own, add a Jinzo Effects Monster to your Deck. It is a strong Level 6 Monster, but it also renders all Traps ineffective while it is face-up in play.

Keep It Focused

Only the most inexperienced Duelist throws together a hodgepodge of cards and calls it a Deck. Scattering your resources among all sorts of cards cripples your chances of winning a Duel.

The first step in building a Deck is focus. If you want a Deck that packs a quick punch and overwhelms the opposition with early Monsters, resist the temptation to load up on Dark Magicians and Blue-Eyes White Dragons. Sure, the 2,500 and 3,000 ATK ratings sound good, but having to wait for the right Tribute for these Monsters goes directly against your quick-strike focus.



One simple theme for Decks is creature types. If you decide on a Beast Deck, for example, add cards that complement Beasts, such as the Forest Field Magic Card to create favorable terrain for them, and the Beast Fangs Magic Equip Card to boost their strength. Eliminate non-Beast cards, because they won't benefit from these power-ups.

If you want to create a more complex theme, start with an Exodia Deck. To draw the five Exodia Cards as quickly as possible, limit the Deck to 40 cards and add lots of Magic Cards that let you draw extra cards, such as Pot of Greed, Jar of Greed, Skelengel, and Graceful Charity.

Monsters in such a Deck are for defense only, so go with low-level, high DEF Monsters and add in a few spells to prevent damage, such as Swords of Revealing Light and Nightmare's Steelcage.



You can use a variation of this Exodia Deck for almost any Deck where you are focused on bringing out a select few cards. An example is a Blue-Eyes Ultimate Dragon Deck, where you want to quickly draw Cyber-Stein, Polymerization, and Dragons.

Another Deck focus is Direct Damage Magic Cards. To do lots of damage without Monsters, load up on Tremendous Fire, Hinotama, Ookazi, and Just Desserts, and add in some Trap-neutralizing cards to prevent the enemy from canceling your attack spells.

As with an Exodia Deck, you need only a few high DEF Monsters for defense. Your Magic Cards take care of the rest. Good additions to this Deck would be Swords of Revealing Light and Nightmare's Stealage.

Perhaps the most difficult Deck to create is a Card Destruction Deck. Your goal is to obliterate his Deck so he has no more cards to draw and he loses the Duel. This is called getting Decked. In this case, you want Cyber Jar, Robbin' Goblin, Gravekeeper's Secret, White Magical Hat, Card Destruction, and similar cards. These throw out cards in whole batches from the opponent's Deck. To make sure you don't get Decked first, you want 60 cards, rather than the usual 40.

These are just a few possible focuses when building your own Deck. This section includes lists of cards organized by strategy, such as Healing Cards, Direct Damage Cards, Enhanced Card Drawing, Monster Revival Cards, and so on. Look over these lists for cards suited to your Deck strategy. These lists are by no means complete, but they offer a wide choice for the strategy under each heading.

There is no such thing as a perfect Deck. The point is to build a Deck that is focused enough to win no matter what opponent you face, and flexible enough to roll with any unusual Duelists you might face.

Best ATK for Level 5-6 Monsters

- ☐ Amphibian Beast
- ☐ Cyber-Tech Alligator
- ☐ Jinzo
- ☐ Summoned Skull



Best DEF for Level 5-6 Monsters



- ☐ Beast of Giffer
- ☐ Boulder Tortoise
- ☐ Illusionist Faceless Mage
- ☐ Labyrinth Wall
- ☐ Millennium Golem
- ☐ Millennium Shield
- ☐ Total Defense Shogun

Best ATK for Level 7+ Monsters



- ☐ Blue-Eyes White Dragon
- ☐ Cosmo Queen
- ☐ Tri-Horned Dragon
- ☐ Sengenjin
- ☐ Wingweaver

Best 7+ Star Monsters for Defense

- ☐ Valkyrie the Magna Warrior
- ☐ Hyozanryu

Best Fusion Monsters

- ☐ Blue-Eyes Ultimate Dragon
- ☐ Gate Guardian
- ☐ Meteor B. Dragon
- ☐ B. Skull Dragon
- ☐ St. Joan





Cards That Allow Special Summons

- ☐ Elegant Egotist
- ☐ Giant Rat
- ☐ Sangan
- ☐ Witch of the Black Forest

Cards That Prevent Monster Attacks

- ☐ Nightmare's Steelage
- ☐ Swords of Revealing Light

Cards That Negate Damage

- ☐ Kuriboh
- ☐ Magic Cylinder
- ☐ Tornado Wall
- ☐ Waboku

Traps That Stop Monsters

- ☐ Gravity Bind
- ☐ Shadow Spell
- ☐ Spellbinding Circle



Cards That Neutralize or Destroy Individual Monsters

Man-Eater Bug



(Insect/Effect)
 FLIP: Destroys 1 monster on the field (regardless of position).

- ☐ Acid Trap Hole
- ☐ Bell of Destruction
- ☐ Crush Card
- ☐ Hane-Hane
- ☐ Man-Eater Bug
- ☐ Michizure
- ☐ Nobleman of Crossout
- ☐ Penguin Soldier
- ☐ Solemn Judgement
- ☐ Trap Hole
- ☐ Tribute to The Doomed

Cards for Wholesale Destruction of Monsters

Cyber Jar



(Clock/Effect)
 FLIP: Destroy all monsters on the field (including this monster). Both players then pick up (not Draw) 5 cards from the top of their respective Decks and show the cards to each other.

- ☐ 4-Starred Ladybug of Doom
- ☐ Cyber Jar
- ☐ Dark Hole
- ☐ Infinite Dismissal
- ☐ Mirror Force
- ☐ Raigeki
- ☐ Time Wizard
- ☐ Torrential Tribute



Cards That Neutralize Flip Effects

- ☐ Light of Intervention

Cards That Neutralize or Destroy Magic Cards

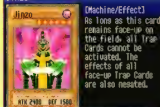
Dust Tornado



- ☐ De-Spell
- ☐ Driving Snow
- ☐ Dust Tornado
- ☐ Giant Trunade
- ☐ Greenkappa
- ☐ Harpie's Feather Duster
- ☐ Imperial Order
- ☐ Magic Jammer
- ☐ Mystical Space Typhoon
- ☐ Solemn Judgement

Cards That Neutralize or Destroy Trap Cards

Jinzo



- ☐ Jinzo
- ☐ Harpie's Feather Duster
- ☐ Remove Trap
- ☐ Royal Decree
- ☐ Seven Tools of the Bandit
- ☐ Solemn Judgement

Cards That Let You Draw Additional Cards

- ☐ Cyber Jar
- ☐ Electric Snake
- ☐ Graceful Charity
- ☐ Masked Sorcerer
- ☐ Morphing Jar
- ☐ Pot of Greed
- ☐ Upstart Goblin

Cards That Disrupt an Opponent's Card Drawing

- ☐ Card Destruction
- ☐ Gravekeeper's Servant
- ☐ Needle Worm
- ☐ Robbin' Goblin
- ☐ Time Seal
- ☐ White Magical Hat

Cards That Weaken Enemy Monsters

- ☐ Germ Infection
- ☐ Mask of Weakness
- ☐ Shadow Spell
- ☐ Skull Dice
- ☐ Slate Warrior



Direct Damage Magic Cards

Ookazi



- ☐ Final Flame
- ☐ Hinotama
- ☐ Ookazi
- ☐ Raimei
- ☐ Sparks
- ☐ Tremendous Fire





Direct Damage Trap Cards

- ☐ Attack and Receive
- ☐ Graverobber's Retribution
- ☐ Just Desserts
- ☐ Magic Cylinder
- ☐ Magic Thorn
- ☐ Skull Invitation

Direct Damage Effects Monsters

- ☐ Cannon Soldier
- ☐ Catapult Turtle
- ☐ Lady Assailant of Flames
- ☐ Princess of Tsurugi

Healing Magic Cards



- ☐ Blue Medicine
- ☐ Goblin's Secret Remedy
- ☐ Red Medicine
- ☐ Mooyan Curry
- ☐ Soul of the Pure

Healing Trap Cards

- ☐ Solemn Wishes
- ☐ Enchanted Javelin
- ☐ Numinous Healer

Healing Effects Monsters

- ☐ Dancing Fairy
- ☐ Hysteric Fairy
- ☐ Marie the Fallen One
- ☐ Nimble Momonga

Monster Revival Cards

The Forgiving Maiden



(Fair/Effect)
If this card is face-up, offer it as a Tribute to return 1 of your monsters destroyed in battle this turn to your hand.

- ☐ Backup Soldier
- ☐ Call Of The Haunted
- ☐ Monster Reborn
- ☐ Premature Burial
- ☐ The Forgiving Maiden

Excellent Miscellaneous Cards

Ultimate Offering



(Trap/Continuous)
At the cost of 500 Life Points per monster, a player is allowed an extra Normal Summon or Set.

- ☐ Jam Defender
- ☐ Magic-Arm Shield
- ☐ Mask of Restrict
- ☐ The Emperor's Holiday
- ☐ Ultimate Offering
- ☐ Windstorm of Etaqua



Campaign Walkthrough

The Duelists you face in *Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel* range from the meek to the confident, from the strong to the weak. Some employ tricky Traps and Magic; others overwhelm you with Monsters. All have some nasty tricks up their sleeves (well, maybe all except Mokuba). This section contains tips, strategies, and sample card lists for each Duelist to make your Dueling experience easier.

In *Stairway to the Destined Duel*, you step into the streets of Battle City to once again prove your card skills against the best Duelists in the world. Yugi, Seto, Tea, Joey, Bakura, and the rest of the familiar Yu-Gi-Oh! family are ready to engage you in friendly competition. But the sinister Ghouls—evil card thieves led by the villainous Marik Ishtar—also lurk in the alleyways of Battle City.



As you begin the game, you see Battle City drawn into 14 city blocks. Move from block to block to see what each has to offer. Within each block are icons for Passengers or a small screen showing

a Duelist. The TV screen is fuzzy if you've never faced that Duelist before. Once you have, you always see the Duelist's face instead of the fuzzy screen.

The contents of a city block can change daily. On some days, a block might have one Passenger and one Duelist, or two Passengers and no Duelists, or three Duelists and no Passengers. Duelists never stay in the same place, however. You must move around to find new Duelists to battle or to track down former competitors for another Duel.

Passengers are non-Dueling citizens who are catching the subway to move about the city. If you don't feel like Dueling, select them to have a small chat. Sometimes they give you helpful advice on how to Duel; other times they provide interesting conversation.



You can only see the areas immediately surrounding the block you're in. If you want to check out Duelists or Tournaments in more distant parts of Battle City, you must move around.

Throughout the game, you can wander around Battle City all you want and Duel whomever you like whenever you want. There is no time pressure, and the game is open ended so you can play forever. But regular events constantly challenge you, and a storyline weaves its way through the game.

NOTE

Another reason to Duel is to gain points. You gain points when you win a Duel, and you lose points when you lose. Points aren't just for bragging rights. The more points you have, the more booster packs you'll earn in the game. You gain the most points for winning Matches in Tournaments and surviving at the monthly Target Week contests.

Situation	Point Gain/Loss
Win Duel	+50
Draw Duel	+20
Lose Duel	-30
Win Match	+150
Draw Match	-30
Lose Match	-50
Win 2 Matches in a row	+300
Win Target Week	+200

Regular Events

Stairway to the Destined Duel moves at a fast pace. Every time you Duel or talk to a passenger, a day goes by in the world's calendar. As time marches on, regular events surface.



Yu-Gi-Oh! Duelist Weekly

Every Tuesday, the Yu-Gi-Oh! Magazine, *Duelist Weekly*, appears on newsstands. As a competing Duelist, you get a free copy and the five free cards that come with it. This is a great way to add new cards to your Deck.

The game draws from a huge pool of cards for these Magazine Packs, so you get your fair share of lemons and gems. And because time goes by quickly, you get dozens of cards as you play.



Challenge Cup



enter them. You know you're there when you see the Tournament icon in an adjacent city block.

If you enter the Tournament, you play a Match against a randomly chosen Duelist. Even Duelists you've not yet unlocked are available to be drawn in the Tournaments, so don't be surprised if you face Pegasus, Mokuba, or a Ghoul! If you win the Tournament, you get a five-card Tournament Pack, which usually includes some fine cards.

Target Week

An event called Target Week is held each month. You get one week to hunt down and challenge two randomly assigned Duelists. Succeed in finding and beating them once each, and you win bonus points at the end of the week.



Unlike Tournaments, Target Week finds you. No matter where you are, Tournament organizers give you two targets, tell you that you have a week to beat them, and then set you loose in Battle City.

Championships



Once a month, a Championship Tournament appears randomly in the city. A Championship is like a regular Tournament in terms of how you find it and enter it, but it's a three-day event. Day

one is the qualifying round. If you win that Match, you play the next day in the semifinals. If you win the semifinals Match, you can play in the finals the next day.

If you win, you gain another Tournament Pack with even better cards. As in a standard Tournament, your opponents are drawn randomly from the game's total pool of Duelists.

K.C. Cup



Occasionally you find the K.C. Cup camped in a city block. This is Kaiba Corp's Tournament, and although Seto's company runs it, the Duelists are drawn randomly as in other Tournaments. The

format is the same as for a Championship, with similarly good prize cards.

Ghouls



Later in the game, the Tournament advisers of Battle City inform you that Ghouls, mysterious card thieves, are hiding among the Passengers, waiting to pounce on unsuspecting Duelists, and

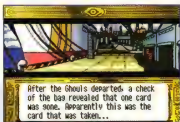
stealing their rare cards. If you get such a message, the next Passenger you talk to is probably a Ghoul in disguise.

If that happens, you're taken to a Duel screen and must battle the Ghoul as if you were facing any other Duelist. However, if you lose, the Ghoul takes one of your rare cards. Be careful!



If you win, the rewards are tremendous. You can't choose from a booster pack as with other Duelists, but you win five extremely rare cards. Fighting Ghouls is a great way to acquire hard-to-find cards.

Ghouls also but in on your other Duels once they have been introduced to the game. Sometimes a Ghoul pushes aside a Duelist you've challenged, and you have to Duel the Ghoul instead.



The Ghoul's Hideout and the Marik Storyline



happened to Tea. She has been acting strangely, and Trusdale doesn't know why.

When Tea comes looking for you, you can tell that she has been possessed by Marik! She isn't the only one he has brainwashed. To rescue Tea and Joey from his clutches, follow Tea to the Ghoul's Hideout and Duel Marik. She takes you to a hidden pyramid with five chambers. Waiting in each one is a Ghoul or possessed Duelist. You face Dark Tea first, then Arkana, Dark Joey, Odion, and finally Dark Marik.



If you lose even once, you're booted back into Battle City. You must Duel the Ghouls again to get invited back to the Ghoul's Hideout.



If you win every Match, you free Tea and Joey and gain the grudging respect of Marik Ishtar. Defeating Marik and freeing Tea is the trigger that unlocks the five Ghouls, Marik, and Shadi, who then become available as normal Duelists. Ghouls among the Passengers sometimes ambush you, but their portraits also show up in city blocks so you can Duel them specifically. Marik and Shadi also appear on the map.



Type Limitation Examinations

After you return from the Ghoul's Hideout, the game's final event presents itself: The Type Limitation Examinations of Battle City. These Exams appear as Tournaments, but they don't move around randomly. They stay in the city block in which they appear.

In a Type Limitation Exam, you must fight a Duel using only the Monster Types allowed by the Exam. Your first Exam is the Warrior Type Exam, in which you can only use Warriors and Beast-Warriors. If you win, you get all the Warrior and Beast-Warrior cards in the game.



After the Warrior Exam is the Spellcaster Exam. After you pass this Exam, more Type Limitation Exams appear throughout the city. You can replay an Exam just for fun, because the Exams stay in the city block in which you found them.

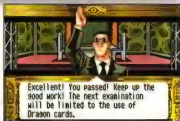
Sometimes, a Type Limitation Examination isn't just limited to a Monster Type. Some Type Limitation Examinations limit you to Dueling with no Effects Monsters, no Monsters with ATKs over 1,000, and no Monsters with DEF above 1,000.

Type Limitation Exams

- Warriors only
- Spellcasters only
- Dragons only
- Insects only
- Level 4 Monsters and below only
- Monsters with ATK below 1,000 only
- Monsters with DEF below 1,000 only
- No Effects Monsters
- No Magic Cards
- No Magic or Trap Cards



After you've passed all Type Limitation Exams, you have all the cards, and you can go into the Options screen and select the Card Limits option to play without the traditional Yu-Gi-Oh! limitations.



Duelists

The game starts with 12 Duelists available to challenge. They randomly wander the blocks of Battle City, and the only barrier to Dueling them is finding them. The Duelists:



NOTE



After you unlock Mokuba and Marik, they interact with Seto and Bakura, respectively. When you wish to Duel Seto, his brother Mokuba steps in, and vice versa:

When you wish to Duel Bakura, Marik intrudes. If you want to Duel one of them, challenge the other (to Duel Marik, for example, challenge Bakura).

The game also has 15 secret Duelists to unlock. The following table identifies them and tells how to unlock them.

Secret Duelists

Duelist	How to Unlock
Arkana	Rescue Tea from Marik
Bandit Keith	Beat every Duelist five times, except for Mokuba, Duke Devlin, and Pegasus
Dark Joey*	Enter the Ghouls' Hideout to rescue Tea
Dark Marik*	Enter the Ghouls' Hideout to rescue Tea
Dark Tea*	Enter the Ghouls' Hideout to rescue Tea
Duke Devlin	Beat every Duelist once
Kaiba Mokuba	Lose five times
Lumis and Umbra	Rescue Tea from Marik
Marik	Rescue Tea from Marik
Pegasus	Acquire a Toon World Card in your Deck
Odion	Rescue Tea from Marik
Rare Hunter	Rescue Tea from Marik
Shadi	Rescue Tea from Marik
Strings	Rescue Tea from Marik

* The Dark versions of these characters appear only when you enter the Ghouls' Hideout to battle Marik and rescue Tea and Joey. They are not regular Duelists that you can Duel in the city.

NOTE

You sometimes can fight Ghouls when they are hiding among Passengers, but they don't show up as Duelists on city blocks until you finish the Tea kidnapping episode. After that, all the Ghouls, and Marik and Shadi, appear on the map like normal Duelists.

Common Strategies against Duelists

Lots of Duelists have these cards: Torrential Tribute, Raigeki, Dark Hole, and Mirror Force. All four can wipe out your Monsters on the Field. Torrential Tribute and Mirror Force are Traps and thus thwarted by Jinzo and Royal Decree.

The other two are Magic Cards and can only be blocked by cards that can stop Magic, such as Magic Jammer or Imperial Order, which makes all Magic Cards ineffective. Raigeki and Dark Hole also can be countered directly by specific cards—Anti Raigeki and White Hole.



White Hole [Trap]
When your opponent plays "Dark Hole", the monsters on your side of the field are not destroyed.

Swords of Revealing Light is annoying when used against you, and most Duelists have it. Make use of it yourself if necessary, but if the opposing Duelist employs it, get rid of it. The Monster Card

Weather Report is designed specifically to fight Swords of Revealing Light. It gets rid of that card and gives you two Battle Phases to make up for it!

Many Duelists also have Monster Reborn. Aside from having Magic Jammer, you can do little about this. Don't curtail Monsters in your Deck in fear of this card. Just be ready to use Monster Removal Cards on your own Monster if necessary.

One great way to remove the opposing Duelist's high-level Monsters and get your own heavy-hitters into play is to use Change of Heart on the enemy's strongest creature and then use it as Tribute for your own Monsters. Play Change of Heart in Main Phase 1, attacking with the Monster in Battle Phase, and then using it as Tribute in Main Phase 2 to summon a Tribute Monster. That way, you use the enemy Monster twice—once to attack the enemy and then as Tribute—and then remove it from the game.



Especially in the beginning of the game, you can't match the power of the other Duelists' stronger Monsters. Use your enemy's tactics against them by getting cards such as Dark Hole and

Mirror Force. Tribute to The Doomed and Fissure are good cards to remove individual Monsters.

In the beginning of a Duel, or when you face one or no Monsters on the Field, Set a Special Summons Effects Monster on the Field, such as Giant Rat and Mother Grizzly. These Monsters

can call a Monster onto the Field when they die, so when your turn starts, you already have a Monster ready for Tribute.

Use Monster Removal Cards on face-down Monsters, so as not to trigger any Flip Effects they might have. Many Duelists have Flip Effects Monsters, and if you attack them with your own Monsters, you trigger those effects.

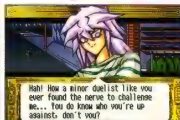


Direct Damage spells such as Tremendous Fire, Ookazi, Just Desserts, and Final Flame can be excellent help against all opposing Duelists. One great card combo is Fire Princess and any

Healing Magic—every time you recover Life Points via a Magic Card, Fire Princess deals 500 damage to the opposing Duelist.

Standard Duelists

Bakura Ryoo



Bakura is a challenging Duelist. Although not quite up to Yugi's level, Bakura is still tough, holding a good combination of Magic Cards and Fiend and Pyro Monsters.

One of Bakura's notable non-Tribute Monsters is Wall of Illusion, which has good DEF (1,850), but also returns your attacking Monster to your hand. His good ATK non-Tribute Monsters include Slate Warrior (ATK 1,900) and La Jinn the Mystical Genie of the Lamp (ATK 1,800). He also has several Summoned Skulls in his Deck, so if you allow his low-level Monsters to survive, he is one Tribute away from playing that strong Monster.

Bakura has cards in common with the other Duelists, including such Magic Cards as Raigeki, Mirror Force, and Dark Hole. He uses them to destroy your Monsters en masse, often depriving you of your best Monsters and leaving you vulnerable to a large, quick attack.





Cards to Watch For

Gravekeeper's Servant



Gravekeeper's Servant

Slate Warrior



Slate Warrior

Destiny Board



Destiny Board

Bakura also has more subtle but still deadly Magic Cards. One is Gravekeeper's Servant, which forces you to discard a card every time you attack. This wreaks havoc with Decks built around a few specific cards.

Bakura is good at getting the right card for the right situation. He can use his several Graceful Charity cards to draw more cards in a turn, and he can use his multiple Magician of Faith cards to return Magic Cards from his Graveyard to his hand. That means he can reuse those pesky Monster Removal Cards, like Raigeki, several times!

His most cunning play, however, is his use of Destiny Board. Destiny Board is like the Exodia series, but in this case, you must play Destiny Board on the Field and then play the four Spirit Message Cards on the Field as well. When all five cards are played, Bakura wins. Harpie's Feather Duster, Mystical Space Typhoon, or similar Magic Cards negate this strategy.

Sample Cards: Bakura Ryou

Card	Type	ATK	DEF	Level
Armored Zombie	Zombie	1,500	0	3
Axe of Despair	Magic/Equip	—	—	—
Baron of the Fiend Sword	Fiend	1,550	800	4
Black Pendant	Magic/Equip	—	—	—
Dark Assailant	Zombie	1,200	1,200	4
Dark Hole	Magic	—	—	—
Darkfire Soldier #2	Pyro	1,700	1,150	4
Destiny Board	Trap/Continuous	—	—	—
Dragon Zombie	Zombie	1,600	0	3
Fairy of the Fountain	Aqua	1,600	1,100	4
Fiend Reflection #1	Winged Beast	1,300	1,400	4
2 Graceful Charity	Magic	—	—	—
Grand Tiki Elder	Fiend	1,500	800	4
Gravekeeper's Secret	Magic/Continuous	—	—	—
2 La Jinn the Mystical Genie of the Lamp	Fiend	1,800	1,000	4
2 Magician of Faith	Spellcaster/Effect	300	400	1
Mirror Force	Trap	—	—	—
Mystical Space Typhoon	Magic/Quick	—	—	—
Ogre of the Black Shadow	Beast-Warrior	1,200	1,400	4
Raigeki	Magic	—	—	—
Sengenjin	Beast-Warrior	2,750	2,500	8
Slate Warrior	Fiend/Effect	1,900	400	4
Spikebot	Machine	1,800	1,700	5
Spirit Message "I"	Magic/Continuous	—	—	—
Spirit Message "N"	Magic/Continuous	—	—	—
Spirit Message "A"	Magic/Continuous	—	—	—
Spirit Message "L"	Magic/Continuous	—	—	—
2 Summoned Skull	Fiend	2,500	1,200	6
2 The Bistro Butcher	Fiend/Effect	1,800	1,000	4
The Snake Hair	Zombie	1,500	1,200	4
2 Wall of Illusion	Fiend/Effect	1,000	1,850	4

Espa Roba



Espa has a hodgepodge of Monsters ranging from Insects to Warriors to Fiends to Dragons. Most of his other Monsters are average in strength, although he does have some good defenders, such

as Aqua Madoor (DEF 2,000) and Giant Soldier of Stone (DEF 2,000). His most powerful non-Tribute Monsters are Vorse Raider and La Jinn the Genie of the Mystical Lamp.



Cards to Watch For

Tri-Horned Dragon



Tri-Horned Dragon

Shadow of Eyes



Shadow of Eyes

Light of Intervention



Light of Intervention

Espa also has two Effects Monsters—Sangan and Witch of the Black Forest—that can peek at Monster Cards from Deck to hand.

Espa has a few Magic and Trap Cards that can quickly bring your strong Monsters down to size. He has Raigeki and Dark Hole to kill your creatures outright, Change of Heart to turn one of your Monsters against you, and Monster Reborn to play one of your dead Monsters or one of his.

Watch out for Shadow of Eyes and Light of Intervention. Shadow of Eyes is a Trap Card that prevents you from Setting Monsters. When you Set a Monster while Shadow of Eyes is hiding on his field, your Monster comes into play face-up in the Attack Position. This could come back to bite you if the Monster you were trying to Set is a Flip Monster.

Light of Intervention, meanwhile, forces all Monsters to be played face-up, thus negating any Flip Effects a Monster might have. Trap Prevention Cards such as Jinzo and Royal Decree work well here.

Sample Cards: Espa Roba

Card	Type	ATK	DEF	Level
Ansatsu	Warrior	1,700	1,200	5
Aqua Madoor	Spellcaster	1,200	2,000	4
Armail	Warrior	700	1,300	3
Big Eye	Fiend/Effect	1,200	1,000	4
Celtic Guardian	Warrior	1,400	1,200	4
Change of Heart	Magic	—	—	—
Dark Bat	Winged Beast	1,000	1,000	3
Dark Chimera	Fiend	1,610	1,460	5
Dark Hole	Magic	—	—	—
Dark King of the Abyss	Fiend	1,200	800	3
Dark Shade	Fiend	1,000	10,000	3
Dokuroyaka	Fiend	1,000	400	3
Dryad	Spellcaster	1,200	1,400	4
Earthbound Spirit	Fiend	500	2,000	4
Fiend's Hand	Zombie	600	600	2
Fire Reaper	Zombie	700	500	2
Gaia The Fierce Knight	Warrior	2,300	2,100	7
Ganigumo	Insect	600	800	2
Garmecia Elefantis	Beast-Warrior	2,400	2,000	7
Giant Soldier of Stone	Rock	1,300	2,000	3
High Tide Gyojin	Aqua	1,650	13,00	4
Invader from Another Dimension	Insect	950	1,400	4
Jinzo	Machine/Effect	2,400	1,500	6
Kattapiller	Insect	250	300	1
Kagemusha of the Blue Flame	Warrior	800	400	2
Kojikacy	Warrior	1,500	1,200	4
La Jinn the Mystical Genie of the Lamp	Fiend	1,800	1,000	4
Light of Intervention	Trap/Continuous	—	—	—
Monster Reborn	Magic	—	—	—
Raigeki	Magic	—	—	—
Rude Kaiser	Beast-Warrior	1,800	1,600	5
Sangan	Fiend/Effect	1,000	600	3
Seiyaryu	Dragon	2,500	2,300	7
Shadow of Eyes	Trap	—	—	—
Sleeping Lion	Beast	700	1,700	4
Slot Machine	Machine	2,000	2,300	7
Swords of Revealing Light	Magic	—	—	—
Synchro	Beast	800	900	3
The Shadow Who Controls the Dark	Fiend	800	700	3
Tri-Horned Dragon	Dragon	2,850	2,350	8
Vorse Raider	Beast-Warrior	1,900	1,200	4
Winged Egg of New Life	Fairy	1,400	1,700	5
Wings of Wicked Flame	Pyro	700	600	2
Witch of the Black Forest	Spellcaster/Effect	1,100	1,200	4
Wood Clown	Warrior	800	1,200	3
Wretched Ghost of the Attic	Fiend	550	400	2

Ishizu Ishtar



Ishizu favors Fairies and female Monsters. She has an incredible range of strong low-level and high-level Monsters, good Effects Monsters, and useful Magic and Trap Cards. She's an all-

around Duelist, with no weakness and good strengths.

Her low-level Monsters include high DEF ones such as Banisher of the Light (DEF 2,000), and high ATK ones such as Hysteric Fairy and Dunames Dark Witch (ATK 1,800 each). Many of her Monsters also have excellent effects. Banisher of the Light sends any destroyed card out of the game rather than to the Graveyard, meaning it cannot be recalled with Monster Reborn or Magician of Faith.

Meanwhile, Marie the Fallen One and Hysteric Fairy both can restore Ishizu's Life Points, making her tough to defeat. As Ishtar uses lots of Light-attribute cards, she has two Luminous Sparks, which boost the strength of Light Monsters. Before facing her, stock your Deck with Light Monsters as well, or use a Magic Destruction Card to rid her of her Field Magic.

Cards to Watch For

Cosmo Queen



[Spellcaster]
Queen of the galaxies and mistress of the stars.

Cosmo Queen

Shadow of Eyes



[Trap]
When your opponent Sets a Monster Card in Face-down Defense Position, change it to Face-up Attack Position. If the Monster Card has a Flip Effect, it is not activated.

Shadow of Eyes

Banisher of the Light



[Fairy/Effect]
As long as this card remains Face-up on the field, any card sent to the Graveyard is removed from play.

Banisher of the Light

Ishtar also has some very strong Monsters. Cosmo Queen is second only to Blue-Eyes White Dragon in terms of power for Normal Monsters, with an ATK of 2,900. She also has the Fusion Monster St. Joan, with an ATK of 2,800, and Wingweaver, a Level 7 Monster with 2,750 ATK.

Among her Magic and Trap Cards, she has Dark Hole, Raigeki, and Swords of Revealing Light. Magic Jammer is ideal to counter them. Ishtar also has the ability to negate your Flip Effects Monsters with two Trap Cards: Shadow of Eyes and Light of Intervention. Both force Set Monsters to be summoned Face-up, and Shadow of Eyes forces them into Attack Position. This effectively eliminates their Flip Effects and places your weak Monsters in the vulnerable Attack Position.

Have a Trap Destruction Card on hand such as De-Spell or Mystical Space Typhoon to destroy those Traps. A Jinzo or Royal Decree, both of which prevent Trap from triggering at all, also serve your needs.



Sample Cards: Ishizu Ishtar

Card	Type	ATK	DEF	Level
Ancient Elf	Spellcaster	1,450	1,200	4
2 Banisher of Light	Fairy/Effect	100	2,000	3
Ceasefire	Trap	—	—	—
Cosmo Queen	Spellcaster	2,900	2,450	8
Crow Goblin	Winged Beast	1,850	1,600	5
Dark Hole	Magic	—	—	—
3 Dunames Dark Witch	Fairy	1,800	1,050	4
Fairy's Gift	Spellcaster	1,400	1,000	4
2 Hysteric Fairy	Fairy/Effect	1,800	500	4
Light of Intervention	Trap/Continuous	—	—	—
2 Luminous Spark	Magic/Field	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	200	1
Marie the Fallen One	Fiend/Effect	1,700	1,200	5
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Mystical Elf	Spellcaster	800	2,000	4
Polymerization	Magic	—	—	—
Raigeki	Magic	—	—	—
Shadow of Eyes	Trap	—	—	—
2 Shining Fairy	Fairy/Effect	1,400	800	4
Spirit of the Harp	Fairy	800	2,000	4
St. Joan	Fairy/Fusion	2,800	2,000	8
2 Soul of Purity and Light	Fairy/Effect	2,000	1,800	6
Swords of Revealing Light	Magic	—	—	—
Tenderness	Fairy	700	1,400	3
2 The Forgiving Maiden	Fairy/Effect	850	2,000	4
2 Toon Alligator	Reptile	800	1,600	4
Torrential Tribute	Trap	—	—	—
Vorse Raider	Beast-Warrior	1,900	1,200	4
Wingweaver	Fairy	2,750	2,400	8

Joey Wheeler



Joey is a formidable adversary. He doesn't seem to have as many strong high-level Monsters as Yugi or Seto, but his Deck is packed with many good cards that could give you trouble. That's

because Joey has many non-Tribute Monsters with high ATK for their level. In many ways, this can be worse than high-level Monsters, because it prevents your Monsters from surviving long enough to offer as Tribute for your higher-level ones.

Joey's non-Tribute Monsters include Axe Raider (1,700 ATK), Gearfried the Iron Knight (1,800 ATK), Zombyra the Dark (2,100 ATK), and Goblin Attack Force (2,300 ATK). These are extremely powerful for their level, and the last two are strong enough to

punch through Giant Soldier of Stone and Mystical Elf, the strongest Level 4 defenders.

If Joey draws any of these Monsters early and plays them right away, the game could be over quickly. And if you survive these Level 4 Monsters, Joey has three Summoned Skulls waiting in the wings.

Cards to Watch For

Goblin Attack Force



[Warrior/Effect]
When this card attacks, it is changed to Defense Position at the end of the Battle Phase. This position cannot be changed during your next turn.

Goblin Attack Force

B. Skull Dragon



[Dragon/Fusion]
Summoned Skull + Red-Eyes B. Dragon

B. Skull Dragon

Time Wizard



[Spellcaster/Effect]
Loss a coin and call Heads or Tails. If you call it right, your opponent's monsters on the field are destroyed. If you call it wrong, your own monsters on the field are destroyed and you

Time Wizard

To prevent you from mounting a counterattack, Joey also has Dark Hole, Raigeki, and Mirror Force—Magic/Trap Cards that can destroy your Monsters on the Field. One Effects Monsters with similar results is his Time Wizard, which also can destroy your Monsters. Destroy this Monster as soon as you see it.

NOTE

Joey does have B. Skull Dragon, a 3,200 ATK Monster, but it's hard for him to play it because it's a Fusion. A Magic jammer could prevent the Polymerization, but it's rare for Joey to play this card.





The key to beating Joey is having Monster Removal Cards to get rid of his early Monsters, and making sure your own Monsters survive to make way for your Level 5 and higher Monsters. If you can get a Monster with ATK 2,600 or higher (either through Equip Cards, Monsters, or more), you should be safe. Have non-Tribute Monsters of your own that can survive his early Monsters or have cards that remove them before they can do damage.

Sample Cards: Joey Wheeler

Card	Type	ATK	DEF	Level
3 Alligator's Sword	Beast	1,500	1,200	4
Alligator's Sword Dragon	Dragon/Fusion/Effect	1,700	1,500	5
3 Axe Raider	Warrior	1,700	1,150	4
Baby Dragon	Dragon	1,200	700	3
Change of Heart	Magic	—	—	—
Corroding Shark	Zombie	1,100	700	3
Crawling Dragon #2	Dinosaur	1,600	1,200	4
Dark Hole	Magic	—	—	—
Dryad	Spellcaster	1,200	1,400	4
Fusion Sage	Magic	—	—	—
3 Gearfried the Iron Knight	Warrior/Effect	1,800	1,600	4
3 Goblin Attack Force	Warrior/Effect	2,300	0	4
2 Graceful Charity	Magic	—	—	—
Hourglass of Life	Fairy	700	600	2
Jinzo	Machine/Effect	2,400	1,500	6
Kamakirimán	Insect	1,150	1,400	4
Mad Sword Beast	Dinosaur/Effect	1,400	1,200	4
2 Magic-Arm Shield	Trap	—	—	—
Master & Expert	Beast	1,200	1,000	4
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Panther Warrior	Beast-Warrior/Effect	2,000	1,600	4
Polymerization	Magic	—	—	—
Raigeki	Magic	—	—	—
Red-Eyes B. Dragon	Dragon	2,400	2,000	7
Solitude	Beast-Warrior	1,050	1,000	3
3 Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Time Wizard	Spellcaster/Effect	500	400	2
Wilmee	Beast	1,000	1,200	4
3 Zombyra the Dark	Warrior/Effect	2,100	500	4

Kaiba Seto



Kaiba Seto is perhaps the strongest of all the normal Duelists. He can constantly churn out high ATK non-Tribute Monsters, among them Vorse Raider (ATK 1,900), Goblin Attack Force

(ATK 2,100), and Gemini Elf (ATK 1,900). He hammers you from the beginning with these Monsters.

But fans of the show know what's coming next. Once he gets two Monsters down, he summons a Blue-Eyes White Dragon, the strongest Normal Summons in the game. If you let that happen and you have no Monster Removal Cards, the game is over.

Even if Seto doesn't play his Blue-Eyes, he has other potent cards. His best Level 5 Monster is Cyber-Tech Alligator, a 2,500 ATK Monster that requires only one Tribute, tying it with Summoned Skull for the most powerful Level 5-6 Monster in the game.

In addition to this overwhelming force of Monsters, Seto has highly useful Magic and Trap Cards. He has a Magic Cylinder, which redirects one of your Monster's attacks back at your Life Points, as well as Torrential Tribute and Raigeki.

Cards to Watch For

Blue-Eyes White Dragon



[Dragon]
This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.

Blue-Eyes White Dragon

Blue-Eyes Ultimate Dragon



[Dragon/Fusion]
Blue-Eyes White Dragon + Blue-Eyes White Dragon + Blue-Eyes White Dragon

Blue-Eyes Ultimate Dragon

Magic Cylinder



[Trap]
Despite the attack of 1 of your opponent's monsters and decrease your opponent's Life Points by an amount equal to the attacking monster's ATK.

Magic Cylinder



Seto's ultimate card is Blue-Eyes Ultimate Dragon. If you see him play a Polymerization, use a Magic Jammer and prevent it. Even if he doesn't have Polymerization out, you aren't safe. Seto has a Cyber-Stein Effects Monster. If he plays this incredible non-Tribute Monster, he can pay 5,000 Life Points to Special Summon any Monster from his Fusion Deck onto the Field.

That means he can have a Blue-Eyes Ultimate Dragon without sacrificing any of his Blue-Eyes White Dragons, and without Polymerization. Although the 5,000 LP cost is steep, you really have nothing that can defend against the Ultimate Dragon.

When playing Seto, Monster Removal Cards are key. Cards such as Dark Hole, Raigeki, Torrential Tribute, Fissure, and Tribute to The Doomed are lifesavers here, as are Effects Monsters such as Hane-Hane, Penguin Soldier, and Dimensional Warrior.

Sample Cards: Kaiba Seto

Card	Type	ATK	DEF	Level
Armall	Warrior	700	1,300	3
Axe Raider	Warrior	1,700	1,150	4
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Blue-Eyes Ultimate Dragon	Dragon/Fusion	4,500	3,800	12
Call Of The Haunted	Magic/Continuous	—	—	—
Cyber-Stein	Machine/Effect	700	500	2
Cyber-Tech Alligator	Machine	2,500	1,600	5
Darkfire Soldier #2	Pyro	1,700	1,100	4
2 Gadget Soldier	Machine	1,800	2,000	6
2 Gemini Elf	Spellcaster	1,900	900	4
2 Goblin Attack Force	Warrior	2,300	0	4
Harpie's Feather Duster	Magic	—	—	—
High Tide Gyojin	Aqua	1,650	1,300	4
Magician of Faith	Spellcaster/Effect	300	400	1
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap	—	—	—
Mirror Force	Trap	—	—	—
Negate Attack	Trap	—	—	—
Raigeki	Magic	—	—	—
Seugenjin	Beast-Warrior	2,750	2,500	8
Sleeping Lion	Beast	700	1,700	4
Spherous Lady	Rock	400	1,400	3
Tenderness	Fairy	700	1,400	3
Three-Headed Gaeo	Fiend	1,200	1,400	4
Torrential Tribute	Trap	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
Yaiba Robo	Machine	1,000	1,300	4

Mai Valentine



Mai uses predominantly Winged Beasts. All the Harpie cards figure prominently in her Deck, such as Harpie Lady Sisters, Cyber Harpie, Harpie Lady, Harpie's Brother, and Harpie's Pet

Dragon. Watch out for the last one, a particularly strong Monster. She also has the Field Magic Card Rising Air Current, which boosts the ATK of all her Wind Monsters by 500 points.

Mai's Monsters can really be pumped up if she gets a good draw. She has three each of Blue-Winged Crown, Cyber Harpie, Harpie Lady Sisters, and multiple Harpie's Pet Dragons, Faith Bird, Red Skull Bird, and Harpie's Brother. Not only do they all benefit from Rising Air Current, but Mai also has two Aqua Chorus Cards, which boost by 500 the ATK and DEF of any Monsters that exist in multiple on the Field.

If Mai has more than one copy of Cyber Harpie on the Field, they each gain 500 points. If she only has one, it doesn't work. But because she has multiple copies of many of her cards, it is likely she'll be able to use Aqua Chorus to your detriment.

Cards to Watch For



Harpie's Pet Dragon



Rising Air Current



Harpie's Feather Duster





Use anti-Magic cards such Harpie's Feather Duster and Mystical Space Typhoon to destroy her field and power-up cards. Beware: She has a Harpie's Feather Duster of her own.

Mai has several powerful Magic and Trap Cards that can demolish your Monsters. She uses Raigeki, which wipes the Field of all your Monsters, and the Trap Mirror Force, which destroys all your Monsters in Attack Position. Mai can also use Dark Hole, which wipes out both your Monsters. Her less lethal method of blocking your attacks is through the Negate Attack Trap Card and Swords of Revealing Light.

Sample Cards: Mai Valentine

Card	Type	ATK	DEF	Level
2 Aqua Chorus	Trap/Continuous	—	—	—
1 Baby Dragon	Dragon	1,200	700	3
3 Blue-Winged Crown	Winged Beast	1,600	1,200	4
1 Cyber Harpie	Winged Beast/Effect	1,800	1,300	4
Cyber Shield	Magic/Equip	—	—	—
Dark Hole	Magic	—	—	—
Dark Rabbit	Beast	1,100	1,500	4
Dice Armadillo	Beast Machine	1,650	1,800	5
Drooling Lizard	Reptile	900	800	3
Elegant Egotist	Magic	—	—	—
2 Faith Bird	Winged Beast	1,500	1,100	4
2 Harpie's Brother	Winged Beast	1,800	600	4
Harpie's Feather Duster	Magic	—	—	—
3 Harpie Lady Sisters	Winged Beast/Effect	1,950	2,100	6
2 Harpie's Pet Dragon	Dragon	2,000	2,500	7
Larvas	Beast	800	1,000	3
Lesser Dragon	Dragon	1,200	1,000	3
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Negate Attack	Trap	—	—	—
One-Eyed Shield Dragon	Dragon	700	1,300	3
Raigeki	Magic	—	—	—
Rhaimundos of the Red Sword	Warrior	1,200	1,300	4
2 Rising Air Current	Magic/Field	—	—	—
2 Skull Red Bird	Winged Beast	1,550	1,200	4
Swords of Revealing Light	Magic	—	—	—
The Snake Hair	Zombies	1,500	1,200	4
Yamato Dragon Scroll	Dragon	900	300	2

Mako Tsunami



Mako's Deck consists mainly of Fish and Aqua Monsters, fitting into his Water theme. He can throw out some quick Monsters with high ATK, such as 7 Colored Fish (ATK 1,800) and Giant Red

Seasnake (ATK 1,800). He also has Penguin Soldier, a good Effects Monster that can send up to two Monsters back to your hand.

After Mako gets out his low-level Monsters, he summons Amphibian Beast, which has 2,400 ATK and only requires one Tribute. This is Mako's most dangerous Monster, because of its high power and low cost. Whether he is using his low- or high-level Monsters, Mako can beef them up by playing his Field Magic Card, Urmi. It makes all Fish, Sea Serpent, Thunder, and Aqua Monsters stronger while weakening all Machine and Pyro Monsters. Before facing Mako, take any such Monsters out of your Deck.

Cards to Watch For

Torrential Tribute



Torrential Tribute

Amphibian Beast



Amphibian Beast

Tornado Wall



Tornado Wall



Once Mako gets Umi onto the Field, he becomes much harder to defeat. His Monsters get a power boost, and he can play Tornado Wall. As long as Umi is face-up on the Field, all damage done to Mako's Life Points is reduced to 0. Unless you destroy Umi, you cannot hurt Mako with Monsters. He also can play The Legendary Fisherman, which is immune to Magic Cards and cannot be attacked by your Monsters as long as Umi is face-up on the Field.

Mako has three Torrential Tributes and Raigeki, so he can wipe away four waves of your Monsters! More than in any other Duel, you must have Magic Jammer, De-Spell, and Mystical Space Typhoon to win here.

To defeat Mako's Monsters, bring along an Eternal Draught Card, which destroys all Fish Monsters on the Field. Have Magic Removal Cards as well, and high DEF or high ATK non-Tribute Monsters, to ensure victory against Mako.

Sample Cards: Mako Tsunami

Card	Type	ATK	DEF	Level
3 7 Colored Fish	Fish	1,800	800	4
Alligator's Sword	Beast	1,500	1,200	4
Amphibian Beast	Fish	2,400	2,000	6
Barrel Rock	Rock	1,000	1,300	4
Bolt Penguin	Thunder	1,100	800	3
Change Slime	Aqua	400	300	1
Dark Magician	Spellcaster	2,500	2,100	7
Durover	Aqua	900	800	3
2 Flying Fish	Fish	800	500	4
2 Giant Red Seasnake	Aqua	1,800	800	4
Jellyfish	Aqua	1,200	1,500	4
Hard Armor	Warrior	300	1,200	3
Hitotsu-Me Giant	Beast-Warrior	1,200	1,000	4
Labyrinth Wall	Rock	0	3,000	5
Liquid Beast	Aqua	950	800	3
Magic Jammer	Trap	—	—	—
Meteor Dragon	Dragon	1,800	2,000	6
Morphing Jar #2	Rock/Effect	800	700	3
2 Penguin Soldier	Aqua/Effect	750	500	2
Queen of Autumn Leaves	Plant	1,800	1,500	5
Raigeki	Magic	—	—	—
Rhaimundos of the Red Sword	Warrior	1,200	1,300	4
Root Water	Fish	900	800	3
Spikebot	Machine	1,800	1,700	5
Stuffed Animal	Warrior	1,200	900	3
Takriminos	Sea Serpent	1,500	1,200	4
The Gross Ghost of Fled Dreams	Fiend	1,300	1,800	4
The Legendary Fisherman	Warrior/Effect	1,850	1,600	5
Tornado Wall	Trap	—	—	—
2 Torrential Tribute	Trap	—	—	—
Turtle Raccoon	Aqua	700	900	3
2 Umi	Magic/Field	—	—	—
2 Wood Clown	Warrior	800	1,200	3

Rex Raptor

As you'd expect from the confident Rex, he uses a Deck composed mainly of Dinosaur Monsters. His non-Tribute Monsters aren't too powerful, because his stronger cards are Two-Headed King Rex and Crawling Dragon #2 (both ATK 1,600).

His Level 5 and higher Monsters also aren't as fearsome as Seto's Blue-Eyes or Ishtar's Cosmo Queen. But he still has some cards that should give you pause. One strong Level 6 Monster is Twin-Headed Fire Dragon (ATK 2,200). In some cases, Rex also has a Launcher Spider (ATK 2,200/DEF 2,500) or Wingweaver (ATK 2,750). More commonly, his Deck has Megazowler and Sword Arm of Dragon. Both are strong for their level, but still strong enough to give you trouble if you Duel Rex early in the game.



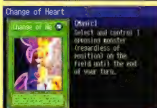
Cards to Watch For



Twin-Headed Fire Dragon



Twin-Headed King Rex



Change of Heart

Rex employs some useful spells: Raigeki to destroy your Monsters, and Change of Heart to turn your Monster against you. With these cards, he poses a challenge. But he lacks consistently strong non-Tribute and Tribute Monsters, so he isn't as hard to beat as other Duelists. If you can handle his first wave of Monsters, which average ATK of about 1,600, you should be in good shape. Even then, if you defeat him quickly, you probably can get away without having to face the one or two strong Monsters in his Deck.

Sample Cards: Rex Raptor

Card	Type	ATK	DEF	Level
Arma Knight	Aqua	1,000	1,200	4
Beautiful Headhuntingress	Warrior	1,600	800	4
Beta The Magnet Warrior	Rock	1,700	1,600	4
Change of Heart	Magic	—	—	—
2 Crawling Dragon #2	Dinosaur	1,600	1,200	4
Dark Magician	Spellcaster	2,500	2,100	7
Dunames Dark Witch	Fairy	1,800	1,050	4
Dragon Zombie	Zombie	1,600	0	4
Earthbound Spirit	Fiend	500	2,000	4
Fungi of the Mask	Fiend	400	300	1
Grappler	Reptile	1,300	1,200	4
Green Phantom King	Plant	500	1,600	3
Kappa Avenger	Aqua	1,200	900	3
Launcher Spider	Machine	2,200	2,500	7
Mad Sword Beast	Dinosaur/Effect	1,400	1,200	4
Megazowler	Dinosaur	1,800	2,000	6
Meteor Dragon	Dragon	1,800	2,000	6
Morphing Jar #2	Rock/Effect	800	700	3
Mystical Elf	Spellcaster	800	2,000	4
Nekogal #2	Beast-Warrior	1,900	2,000	6
Nemuriko	Spellcaster	800	700	3
Raigeki	Magic	—	—	—
Root Water	Fish	900	800	3
Sword Arm of Dragon	Dinosaur	1,750	2,030	6
2 Two-Headed King Rex	Dinosaur	1,600	1,200	4
Wingweaver	Fairy	2,750	2,400	8
Winged Dragon, Guardian of the Fortress #1	Dragon	1,400	1,200	4
Winged Egg of New Life	Fairy	1,400	1,700	5

Tea Gardner

Tea is one of the easier Duelists to face and should be one of the first you play. Like Mai and Ishtar, she uses many female Monsters, especially Fairies, but she doesn't have Mai's overwhelming combos or Ishizu's sheer Magic and Monster power.

Among her non-Tribute Monsters, she tries to play Giant Soldier of Stone for its high DEF. To get past her, play Level 5 and higher Monsters to punch through her defense. She has more Monsters with good defense, such as Spirit of the Breeze (DEF 1,800) and The Forging Maiden (DEF 2,000).

Watch out for St. Joan, a powerful Fusion Monster (ATK 2,800/DEF 2,000). If you see Polymerization played, odds are St. Joan will surface. It is very powerful—probably too strong for anything you have in your beginning Deck—and is among the few cards you need to be wary of when facing Tea.



Cards to Watch For

St. Joan



St. Joan

Witch of the Black Forest



Witch of the Black Forest

Fire Princess



Fire Princess



As with other Duelists, Tea has the usual complement of Monster Removal/Neutralization Cards: Dark Hole, Raigeki, Swords of the Revealing Light. She also has good Effects Monsters, such as Marie the Fallen One, for healing herself. And should she ever recover her Life Points, she can use Fire Princess to deal 500 points of damage directly to your Life Points.

Tea has the potential to hurt you badly, but she hasn't nearly as many strong cards as other Duelists and doesn't pose as difficult a challenge. She is a weaker version of Ishtar. If you can overcome her high-DEF Level 4 Monsters and keep some Monster Removal Cards handy just in case, you shouldn't have a problem.

Sample Cards: Tea Gardner

Card	Type	ATK	DEF	Level
2 Ancient Elf	Spellcaster	1,450	1,200	4
Beautiful Headhuntsress	Warrior	1,600	800	4
Dancing Fairy	Fairy/Effect	1,700	1,000	4
Dark Hole	Magic	—	—	—
Fire Kraken	Aqua	1,600	1,500	4
2 Fire Princess	Pyro/Effect	1,300	1,500	4
Frog the Jam	Aqua	700	500	2
Fusion Sage	Magic	—	—	—
Giant Soldier of Stone	Rock	1,300	2,000	3
Lady Assailant of Flames	Pyro/Effect	1,500	1,000	4
Lunar Queen Elzalm	Fairy	750	1,100	3
Maiden of the Moonlight	Spellcaster	1,500	1,300	4
Marie the Fallen One	Fiend/Effect	1,700	1,200	5
Morphing Jar #2	Rock/Effect	800	700	3
Mystical Sand	Rock/Fusion	2,100	1,700	6
Polymerization	Magic	—	—	—
Raigeki	Magic	—	—	—
Saggi the Dark Clown	Spellcaster	600	1,500	3
Shovel Crusher	Machine	900	1,200	3
Sonic Maid	Warrior	1,200	900	3
Spirit of the Breeze	Fairy/Effect	0	1,800	3
St. Joan	Fairy/Fusion	2,800	2,000	8
Swords of Revealing Light	Magic	—	—	—
The Forgiving Maiden	Fairy/Effect	850	2,000	4
Trial of Nightmare	Fiend	1,300	900	4
Wilmee	Beast	1,000	1,200	4
Witch of the Black Forest	Spellcaster/Effect	1,100	1,200	4

Trusdale



Trusdale—Grandpa Yugi—is a formidable opponent. He doesn't have as many strong Monsters as Yugi, but he has many tricks up his sleeve. His Monsters won't bowl you over, but his Deck includes a

Summoned Skull and Blue-Eyes White Dragon. Otherwise, the majority of his Monsters are weaker Fiend types.

Like other Duelists, he has several good Magic and Trap Cards, including Change of Heart, Dark Hole, Raigeki, and Swords of Revealing Light. Cards that let you see his face-down Magic Cards, such as The Stern Mystic or Dark-Piercing Light, and cards that disrupt Magic, such as Magic Jammer, are key to preventing Trusdale from playing these game-breaking cards.

Cards to Watch For



Exodia the Forbidden One



Trap Hole



Summoned Skull

Trusdale is good at getting rid of your Monsters, not only with his Magic Cards, but also with Trap Hole. He has several of these cards, which destroy any Monster with more than 1,000 ATK that is summoned face-up. Jinzo and Royal Decree negate these cards. Or you can just stock your Deck with enough Monsters that losing two or three won't hurt you.

Watch out for the Exodia strategy. Like Rare Hunter, Trusdale can win the game with the Exodia series. Don't be passive when fighting him, or you could find the game over when he pulls all five Exodia Cards into his hand.

Sample Cards: Trusdale

Card	Type	ATK	DEF	Level
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Boo Koo	Spellcaster	650	500	2
Change of Heart	Magic	—	—	—
Dark Assailant	Zombie	1,200	1,200	4
Dark Hole	Magic	—	—	—
Dark Prisoner	Fiend	600	1,000	3
Destroyer Golem	Rock	1,500	1,000	4
Embryonic Beast	Fiend	500	750	2
Feral Imp	Fiend	1,300	1,400	4
Fiend Sword	Warrior	1,400	800	4
Ghoul with an Appetite	Zombie	1,600	1,200	4
Grand Tiki Elder	Fiend	1,500	800	4
Griffone	Beast	1,200	1,500	4
Humanoid Slime	Aqua	800	2,000	4
King Fog	Fiend	1,000	900	3
Lady of Faith	Spellcaster	1,100	800	3
Left Leg of the Forbidden One	Spellcaster	200	300	1
Lord of Zemia	Fiend	1,300	1,000	4
Man-Eating Treasure Chest	Fiend	1,600	1,000	4
Mech Mole Zombie	Machine	500	400	2
Mechanical Chaser	Machine	1,850	800	4
Millennium Golem	Rock	2,000	2,200	6
Morphing Jar #2	Rock	800	700	3
Mystery Hand	Fiend	500	500	2
Necrolancer the Time Lord	Spellcaster	800	900	3
Nemuriko	Spellcaster	800	700	3
Peacock	Winged Beast	1,700	1,500	5
Raigeki	Magic	—	—	—
Ryu-Kishin Powered	Fiend	1,600	1,200	4
Selyaryu	Dragon	2,500	2,300	7
Sinister Serpent	Reptile/Effect	300	250	1

Card	Type	ATK	DEF	Level
Skull Stalker	Fiend	1,600	1,200	4
Slot Machine	Machine	2,000	2,300	7
Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Thousand-Eyes Idol	Spellcaster	0	0	1
2 Trap Hole	Trap	—	—	—
Wicked Mirror	Fiend	700	600	2

Yugi Moto



All those who watch the cartoon know that Yugi is a very strong Duelist, with a Deck consisting of powerful Spellcasters, including Dark Magician and Dark Magician Girl. Yugi also has good

non-Tribute Monsters, such as Gemini Elf and Beta The Magnet Warrior. What's more, he has three of each, meaning he has a high chance of being able to play a low-level Monster with high ATK anytime in the game.

The two most powerful cards in his Deck are Magician of Black Chaos (ATK 2,800/DEF 2,500) and Valkyrie the Magna Warrior (ATK 3,500/DEF 3,850). The first is a Ritual Monster, and the second is a Special Summons if he can Tribute Alpha The Magnet Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior. If he can get either Monster out, you're in bad shape. Worse yet, he has several of each.



Cards to Watch For

Magician of Black Chaos



Magician of Black Chaos

Gemini Elf



Gemini Elf

Magic Cylinder



Magic Cylinder

Yugi also has good Magic Cards that can wipe out your own Monsters and Magic. You want Magic Jammers in your hand when you Duel him, or his Dark Hole and Raigeki destroy your Monsters and his Harpie's Feather Duster sweeps away your Magic and Trap Cards. Magic Jammer also is handy if Yugi decides to discard his Valkyrie or Magician of Black Chaos and then Special Summon it with his Monster Revival Cards, Call Of The Haunted, and Monster Reborn.

Other Magic and Trap Cards at Yugi's disposal are Magical Cylinder and Swords of Revealing Light. Because he has several Magicians of Faith in his Deck, he can use all his Magic and Trap Cards more than once.

Avoid Yugi in the beginning of the game. Don't Duel him until you beef up your Deck.

When you are ready to tackle him, have good Effects and Trap Cards to destroy his powerful Monsters. Because Yugi uses many Spellcasters, Last Day of Witch is useful against him. You also need Level 4 Monsters with high DEF, such as Mystical Elf and Giant Soldier of Stone, to withstand his Gemini Elf and Beta. If you can hold them off, then you can deny Yugi the chance to summon his Dark Magicians and Dark Magician Girls.

Sample Cards: Yugi Moto

Card	Type	ATK	DEF	Level
3 Alpha The Magnet Warrior	Rock	1,400	1,700	4
3 Beta The Magnet Warrior	Rock	1,700	1,600	4
2 Black Magic Ritual	Magic	—	—	—
Call Of The Haunted	Trap	—	—	—
Change of Heart	Magic	—	—	—
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
Dark Magician	Spellcaster	2,500	2,100	7
3 Dark Magician Girl	Spellcaster/Effect	2,000	1,700	6
3 Gamma The Magnet Warrior	Rock	1,500	1,800	4
3 Gemini Elf	Spellcaster	1,900	900	4
Great White	Fish	1,600	800	4
Harpie's Feather Duster	Magic	—	—	—
2 Magician of Black Chaos	Spellcaster/Ritual	2,800	2,600	8
Magic Cylinder	Trap	—	—	—
2 Magician of Faith	Spellcaster/Effects	300	200	1
Mirror Force	Trap	—	—	—
Prevent Rat	Beast	500	2,000	4
Snatch Steal	Magic/Equip	—	—	—
Spherous Lady	Rock	400	1,400	3
Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Turtle Tiger	Aqua	1,000	1,500	4
2 Valkyrie the Magna Warrior	Rock/Effect	3,500	3,850	8

Weevil Underwood



Weevil is the same Insect-loving Duelist you've fought in previous Yu-Gi-Oh! games. He has several deadly Insects to watch out for, and these are non-Tribute Monsters. His three Man-Eater Bugs

can kill even the largest creatures with their Flip Effect.

He also has three Steel Scorpions, which are like delayed-effect Man-Eater Bugs, because they kill the Monster that killed them after three turns. His three Needle Worms are potentially deadly; they move a total of 15 cards from your Deck into the Graveyard. That could throw out of whack Decks that rely on a few specific cards and can put you dangerously close to being reduced to 0 cards in your Deck—which would lose the game for you.



Cards to Watch For

Insect Queen



[Insect/Effect]
This card cannot attack unless you offer 1 of your monsters on the field as a tribute. The ATK of this card increases by 200 points for each Insect-type monster on the field. When

Insect Queen

Man-Eater Bug



[Insect/Effect]
FLIP: Destroys 1 monster on the field (regardless of position).

Man-Eater Bug

Parasite Paracide



[Insect/Effect]
FLIP: Put this card face-up in your opponent's Deck and shuffle it. When your opponent draws this card, it is immediately Special Summoned on your opponent's side of the field face-up in

Parasite Paracide

Weevil hasn't many strong Monsters; his best card is Insect Queen. Her Effect is that she gets +200 ATK for every Insect-Type Monster on the Field (counting herself). It isn't uncommon for her to have an ATK of 3,200! The drawback is that the card must Tribute a Monster to attack. At that point, she creates a 100 ATK/100 DEF Insect token on the Field, placed in Attack Position.

That's the key to your victory. If you can absorb the damage from Insect Queen or prevent it, you can follow up with your own attack on the Attack Position token, doing nearly full damage to Weevil's Life Points.

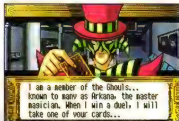
Another card to watch out for is Parasite Paracide. Weevil can send it to occupy your Deck. If you draw it, it is automatically summoned face-up in Defense Position. It then deals 1,000 in damage to your Life Points. What's more, as long as it is face-up on your side, it turns all your Monsters into Insect-Type Monsters, which in turn strengthens Weevil's Insect Queen if it is in play.

Sample Cards: Weevil Underwood

Card	Type	ATK	DEF	Level
Basic Insect	Insect	500	700	2
Big Insect	Insect	1,200	1,500	4
Change of Heart	Magic	—	—	—
Crow Goblin	Winged Beast	1,850	1,600	5
Dark Hole	Magic	—	—	—
Fiend's Hand	Fiend	600	600	2
3 Flying Kamakiri #2	Insect	1,500	800	4
Ganigumo	Insect	600	800	2
Giant Flea	Insect	1,500	1,200	4
Girochin Kuwagata	Insect	1,700	1,000	4
Gokibore	Insect	1,200	1,400	4
2 Insect Queen	Insect/Effect	2,200	2,400	7
Kattapiller	Insect	250	300	1
Killer Needle	Insect	1,200	1,000	4
Kumotoko	Insect	700	1,400	3
Kuwagata A	Insect	1,250	1,000	4
Labyrinth Wall	Rock	0	3,000	5
Laughing Flower	Plant	500	500	2
3 Man-Eater Bug	Insect/Effect	450	600	2
Mechanical Spider	Machine/Effect	400	500	2
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Mystical Capture Chain	Fairy	700	700	2
3 Needle Worm	Insect/Effect	750	600	2
2 Parasite Paracide	Insect/Effect	500	300	2
Pendulum Machine	Machine	1,750	2,000	6
Pot of Greed	Magic	—	—	—
Premature Burial	Trap	—	—	—
Raigeki	Magic	—	—	—
Rock Ogre Grotto #1	Rock	800	1,200	3
Sinister Serpent	Reptile/Effect	300	250	1
Snatch Steal	Magic/Equip	—	—	—
Spiked Snail	Insect	700	1,300	3
3 Steel Scorpion	Machine/Effect	250	300	1
Swords of Revealing Light	Magic	—	—	—
Torrential Tribute	Trap	—	—	—

Hidden Duelists

Arkana



Arkana is like an evil version of Yugi, because he also uses lots of Spellcasters backed up by potent Magic Cards.

He also has strong Fiends in his Deck.

Among his strongest cards are Dark Magician and Blue-Eyes White Dragon. He has several of the former, and occasionally plays with the latter. He also has good non-Tribute Monsters, including La Jinn the Mystical Genie of the Lamp (ATK 1,800) and Earthbound Spirit (DEF 2,000).

Cards to Watch For



Cannon Soldier



Dark Magician



Change of Heart

He has several good Effects Monsters as well, including a few Cannon Soldiers. If Arkana sacrifices a Monster on the Field, these can deal 500 damage to you directly. If Cannon Soldier is on the Field, get rid of it quickly, or Arkana bypasses your defenders and slowly whittles away your health.

Among his Magic Cards are Raigeki and Dark Hole. He also has Negate Attack as a Trap, and a few Graceful Charities to increase his chances of drawing a good card. Also watch out for Change of Heart, which turns your Monster against you, and Call Of The Haunted and Monster Reborn, which let him call back to life—and to his playing Field—both his Monsters and yours.

Attack him with a nonstop offensive of high-ATK, non-Tribute Monsters. Use Magic Cards such as Raigeki to wipe out his defenders, and use Change of Heart to take control of his Monsters—then attack with them. He can't offset your attack damage with his defenders, and he also suffers damage from the mind-controlled Monster.

Sample Cards: Arkana

Card	Type	ATK	DEF	Level
Ancient Sorcerer	Spellcaster	1,000	1,300	4
Armored Rat	Beast	950	1,100	3
Armored Starfish	Aqua	850	1,400	4
Battle Ox	Beast-Warrior	1,700	1,000	4
Bio Plant	Fiend	600	1,300	3
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Call Of The Haunted	Trap/Continuous	—	—	—
Change of Heart	Magic	—	—	—
2 Cannon Soldier	Machine/Effect	1,400	1,300	4
Clown Zombie	Zombie	1,350	0	2
Crawling Dragon #2	Dinosaur	1,600	1,200	4
Dark Hole	Magic	—	—	—
Dark King of the Abyss	Fiend	1,200	800	3
2 Dark Magician	Spellcaster	2,500	2,100	7
Dark Titan of Terror	Fiend	1,300	1,100	4
Darkworld Thorns	Plant	1,200	900	3
Earthbound Spirit	Fiend	500	2,000	4
Fairy of the Fountain	Aqua	1,600	1,100	4
Fairy's Gift	Spellcaster	1,400	1,000	4
Fire Kraken	Aqua	1,600	1,500	5
Genin	Spellcaster	600	900	3
2 Graceful Charity	Magic	—	—	—
Harpie Lady	Winged Beast	1,300	1,400	4
High Tide Gyojin	Aqua	1,650	1,300	4
Horn Imp	Fiend	1,300	1,000	4
Launcher Spider	Machine	2,200	2,500	7
La Jinn the Mystical Genie of the Lamp	Fiend	1,800	1,000	4
Madjinn Gunn	Fiend	600	800	2
Magic Jammer	Trap/Counter	—	—	—
Mech Bass	Machine	1,800	1,500	5
Monsturtle	Aqua	800	1,000	3
Morphing Jar #2	Rock/Effect	800	700	3
Negate Attack	Trap	—	—	—
Night Lizard	Aqua	1,150	1,300	4
Prisman	Rock	800	1,000	3
Protector of the Throne	Warrior	800	1,500	4
Psychic Kappa	Aqua	400	1,000	2
Raigeki	Magic	—	—	—
Synchar	Beast	800	900	3



Card	Type	ATK	DEF	Level
Stone Ghost	Rock	1,200	1,000	4
Sword Arm of Dragon	Dinosaur	1,750	2,030	6
Swords of Revealing Light	Magic	—	—	—
The Thing That Hides in the Mud	Rock	1,200	1,300	4
Tongyo	Fish	1,350	800	4
Tribute to The Doomed	Magic	—	—	—

Lumis and Umbra



This funny duo presents a good challenge. They use a mix of Monsters, but their most powerful and useful Monsters are Masks, such as Mask of Darkness, Mask of Weakness, and Mask of Brutality.

These utilitarian Masks really pump up Lumis and Umbra's cards. Mask of Brutality boosts any Monster's ATK by 1,000 points, although it also lowers DEF by 1,000 and costs the controller 1,000 Life Points per turn. They also spring Mask of Weakness on your Monster just before it attacks, lowering its ATK by 700 points. Mask of Darkness lets Lumis and Umbra reuse a Trap Card from the Graveyard.

Cards to Watch For



The Masked Beast



Mask of Brutality



Mirror Force

Lumis and Umbra have decent non-Tribute Monsters, the best being Vorse Raider (ATK 1,900). Among the stronger Monsters they have in their Deck are Summoned Skull and Blue-Eyes White Dragon or Tri-Horned Dragon. But their deadliest Monster is The Masked Beast, a Ritual Monster with 3,200 ATK!

To thwart your Magic Cards, Lumis and Umbra have Magic Jammer. Their deadliest spells, which send you into the loss column if you don't prevent them, are Raigeki, Mirror Force, and Monster Reborn.

Sample Cards: Lumis and Umbra

Card	Type	ATK	DEF	Level
30,000-Year White Turtle	Aqua	1,250	2,100	5
Blocker	Machine	850	1,800	4
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Dark Hole	Magic	—	—	—
Dark Titan of Terror	Fiend	1,300	1,100	4
Destroyer Golem	Rock	1,500	1,000	4
Dragon Zombie	Zombie	1,600	0	3
Faith Bird	Winged Beast	1,500	1,100	4
Fiend Reflection #1	Winged Beast	1,300	1,400	4
Fiend Reflection #2	Winged Beast	1,100	1,400	4
Ghoul with an Appetite	Zombie	1,600	1,200	4
Gorgon Egg	Fiend	300	1,300	3
2 Grand Tiki Elder	Fiend	1,500	800	4
Graveyard and the Hand of Invitation	Zombie	700	900	3
Griffone	Beast	1,200	1,500	4
Guardian of the Sea	Aqua	1,300	1,000	4
Kanikabuto	Aqua	650	900	3
Living Vase	Plant	900	1,100	3
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	400	1
Mask of Brutality	Magic/Equip	—	—	—
Mask of Darkness	Fiend/Effect	900	400	2
2 Mask of Weakness	Trap	—	—	—
Masked Sorcerer	Spellcaster	900	1,400	4
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Monsturtle	Aqua	800	1,000	3
Mountain Warrior	Beast-Warrior	600	1,000	3
2 Summoned Skull	Fiend	2,500	1,200	6

Card	Type	ATK	DEF	Level
The Thing That Hides in the Mud	Rock	1,200	1,300	4
Tiger Axe	Beast-Warrior	1,300	1,100	4
Tri-Horned Dragon	Dragon	2,850	2,350	8
2 Vorse Raider	Beast-Warrior	1,900	1,200	4

Kaiba Mokuba

Kaiba Mokuba is the easiest Duelist to beat. As a hidden character, he only appears if you lose more than five times in a row in the game. Once that happens, Seto's little brother relieves you from the tougher Duelists in Battle City.



Mokuba's Deck isn't great. It has few strong Monsters, whether non-Tribute Monsters or higher-level ones. But Mokuba still tries to overwhelm you with his weak Monsters. Don't worry—few of Mokuba's non-Tribute Monsters have more than 1,000 ATK. He does have some strong DEF Monsters, including Mystical Elf (DEF 2,000), but he inexplicably does not play it in Defense Position.

Playing Mokuba provides a good lesson in what not to do. He always plays his Monsters in Attack Position, regardless of the Monster's ATK and DEF strength. He summons a 400 ATK Psychic Kappa in Attack Position, leaving it immensely vulnerable to attack from your own Monsters. Even an average Monster of 1,000 ATK barrels through and deals 600 damage to Mokuba.

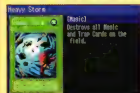
Of course, his ineptitude is your boon, and it is easy to beat Mokuba. If you want to quickly gain points and new cards, play him constantly.

On a final note: If you continue to beat up on him, eventually Seto butts in and saves his brother. From that point on, every time you challenge Mokuba, Seto comes in and Duels you instead. If you want to Duel Mokuba, you must challenge Seto. Just before the Duel, Mokuba sends Seto on an errand, so you can Duel his little brother. Eventually they stop doing this, but when they do, you know how to fight the Duelist you really want to confront.

Sample Cards: Kaiba Mokuba

Card	Type	ATK	DEF	Level
Armail	Warrior	700	1,300	3
Bat	Machine	300	350	1
Bolt Penguin	Aqua	1,100	800	3
Bonshelmer	Aqua	850	400	3
Dancing Elf	Fairy	300	200	1
Dark King of the Abyss	Fiend	1,200	800	3
Dokuroyaiba	Fiend	1,000	400	3
2 Firegrass	Plant	700	600	2
Ganigumo	Insect	600	800	2
Heavy Storm	Magic	—	—	—
2 Kanan the Swordmistress	Warrior	1,400	1,400	4
Key Mace	Fairy	400	300	1
Kuriboh	Fiend/Effect	300	200	1
Liquid Beast	Aqua	950	800	3
Living Vase	Plant	900	1,100	3
Psychic Kappa	Aqua	400	1,000	2
Mountain Warrior	Beast-Warrior	600	1,000	3
Muse-A	Fairy	850	900	3
Mushroom Man	Plant	800	600	2
Mystical Elf	Spellcaster	800	2,000	4
The Bewitching Phantom Thief	Spellcaster	700	700	2
Trial of Nightmare	Fiend	1,300	900	4
Wood Remains	Zombie	1,000	900	3

Cards to Watch For



Heavy Storm



Kanan the Swordmistress

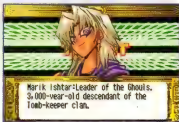


Trial of Nightmare

Marik Ishtar

Marik is a formidable opponent, able to stand toe-to-toe with the likes of Yugi and Seto. In *Stairway to the Destined Duel*, he is as confident and challenging as ever.

Marik's Deck consists of many strong Fiend Monsters. He also has dastardly Trap and Magic Cards. Some non-Tribute Monsters he can throw at you early are The Bistro Butcher (ATK 1,800), Slate Warrior (ATK 1,900), Vorse Raider (ATK 1,900), and Man-Eater Bug. Slate Warrior is particularly nasty because when it dies it also weakens the Monster that killed it. Man-Eater Bug, while weak, can destroy any Monster when flipped face-up. Later on, these Monsters can be Tribute for higher-level ones, such as his three Summoned Skulls.



Cards to Watch For



Just Desserts



Magic Thorn



Summoned Skull

As you continue to Duel Marik, sometimes others butt in to take his place. Odion might swoop in to "protect" his Master; even Bakura might come in to assume your challenge. When this happens, challenge the person who intruded to get a real Duel with Marik. Rarely, Marik also turns into Dark Marik just before you Duel him.

Once you face him on the Battle City map, his tactics do not really change, whether he is acting as his evil Dark persona or his normal self. He does not adopt the tiny Monsters strategy of Dark Marik in the Ghoul's Hideout. Instead, he has a balanced, straightforward attack, with strong Monsters and good Traps.

Some very good attacks he can throw at you are his Direct Damage Trap Cards, among them Magic Thorn, Just Desserts, and Bell of Destruction. Magic Thorn is a Continuous Trap that does you 500 damage every time you must remove a card because of a card or Monster effect, while Just Desserts is a one-time attack that deals 500 damage for each Monster you have on the Field. Bell of Destruction kills any face-up Monster and deals its ATK value as damage to both players. Marik can use it to destroy your toughest Monster and bring down your life at the same time.

Having Jinzo or Royal Decree around to neutralize them makes Marik much easier to defeat, as do cards like Heavy Storm and Mystical Space Typhoon. Keep in mind that Marik also has Trap and Magic Removal Cards of his own.

Sample Cards: Marik

Card	Type	ATK	DEF	Level
Bell of Destruction	Trap	—	—	—
Card Destruction	Magic	—	—	—
Change of Heart	Magic	—	—	—
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
Gross Ghost of Fled Dreams	Fiend	1,300	1,800	4
Just Desserts	Trap	—	—	—
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
Magic Thorn	Trap/Continuous	—	—	—
3 Magician of Faith	Spellcaster/Effect	300	400	1
1 Man-Eater Bug	Insect/Effect	450	600	2
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
2 Mystical Space Typhoon	Magic/Quick	—	—	—
Raijeki	Magic	—	—	—
Slate Warrior	Fiend/Effect	1,900	400	4
Spherous Lady	Rock	400	1,400	3
3 Summoned Skull	Fiend/Effect	2,500	1,200	6
3 The Bistro Butcher	Fiend/Effect	1,800	1,000	4
Tribute to The Doomed	Magic	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
2 White Magical Hat	Spellcaster/Effect	1,000	700	3



Odion



Odion is a tricky Duelist who uses the most Magic and Trap Cards of all. Many times he simply lies in wait with one or no Monsters, daring you to attack him. Of course, he has five cards face-down on

the Magic and Trap Field, so there is no telling what nasty surprises lie hidden there.

Cards to Watch For

Tormentful Tribute



[Trap]
You can activate this card when a monster is summoned (OTP). Summon and Special Summon included. Destroy all monsters on the Field.

Magic Thorn



[Trap/Continuous]
You can inflict 500 points of damage per card to your opponent's Life Points when your opponent's cards are discarded to the graveyard by the effects of Magic, Trap or Effect.

Tormentful Tribute

Magic Thorn

Widespread Ruin



[Trap]
When your opponent attacks with a monster, destroy his/her Attack Position monster with the highest ATK.

Widespread Ruin

Odion has a plethora of great Magic and Trap Cards to use against you. He has three Tormentful Tributes, three Trap Holes, Dark Hole, Raigeki, Mirror Force, and several Widespread Ruins. Raigeki and Mirror Force wipe out all your Monsters; Dark Hole and Tormentful Tribute clear both Fields of all Monsters. Widespread Ruin is particularly deadly because it destroys your highest ATK Monster in Attack Position on the Field, regardless which of your Monsters triggered the Trap.

TIP

Odion usually populates his Field with the maximum of five Magic and Trap Cards, so you can really hurt him with the Effects Monster Card Princess of Tsurugi. When flipped face-up, it does 500 damage to your opponent for each Magic or Trap Card he has on the Field.

Odion also has subversive Traps, including Enchanted Javelin for turning your attack into healing, and Magic Cylinder for redirecting your Monster's attack back at you. Between those cards and his Negate Attack Cards, you're lucky to do any damage to Odion, let alone have your Monsters survive long enough for you to Tribute them.

Tricks such as Monster Reborn, Dark Hole, and Change of Heart might work on other Duelists, but be warned that Odion has several specific Counter Cards, including Anti Raigeki, White Hole, Call of the Dark, Call of the Grave, and Magic Jammer.

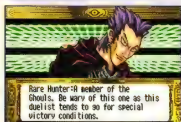
To combat Odion, you must have Harpie's Feather Duster, Heavy Storm, De-Spell, and other such anti-Magic Magic Cards. Jinzo also helps, but then your Trap Cards don't work either. Playing Imperial Order and Royal Decree really screws up Odion, because they prevent the play of Magic and Trap Cards, respectively. You can then overwhelm him with such strong Monsters as Gemini Elf and Summoned Skull.

Sample Cards: Odion

Card	Type	ATK	DEF	Level
Anti Raigeki	Trap	—	—	—
Call of the Dark	Trap	—	—	—
Call of the Grave	Trap	—	—	—
Crazy Fish	Fish	1,600	1,200	4
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
Enchanted Javelin	Trap	—	—	—
Fairy Box	Trap/Continuous	—	—	—
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
2 Magic Thorn	Trap/Continuous	—	—	—
Magical Ghost	Zombie	1,300	1,400	4
Magician of Faith	Spellcaster	300	400	1
Mask of Darkness	Fiend/Effect	900	400	2
Mirror Force	Trap	—	—	—
Morphing Jar	Rock/Effect	700	600	2
Monster Reborn	Magic	—	—	—
2 Negate Attack	Trap	—	—	—
Raigeki	Magic	—	—	—
Seven Tools of the Bandit	Trap/Counter	—	—	—
Slate Warrior	Fiend/Effect	1,900	400	4
Solemn Judgement	Trap/Counter	—	—	—
Summoned Skull	Fiend	2,500	1,200	6
That Which Feeds on Life	Fiend	1,200	1,000	4
3 Tormentful Tribute	Trap	—	—	—
3 Trap Hole	Trap	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
White Hole	Trap	—	—	—
2 Widespread Ruin	Trap	—	—	—



Rare Hunter



Rare Hunter is one of Marik's foot soldiers, but he's still a tough Duelist to face. He possesses many strong Trap Cards, and he uses the Exodia series as his secondary Deck theme. Give him enough time and his Traps obliterate your Monsters, and he wins the Duel with nothing but his Exodia Cards.

Although not quite as Magic- and Trap-reliant as Odion, Rare Hunter still leaves many hidden Traps in wait for you—Magic Cylinder to turn your Monster's attack back at you, for example, and Mirror Force to destroy your Monsters. He also has Negate Attack and can play Swords of Revealing Light to prevent you from attacking him for several turns. All are designed to buy Rare Hunter time and keep you from killing him before he can draw those five victory cards.

Cards to Watch For



Exodia the Forbidden One



Appropriate



Mirror Force

The remaining cards in his Deck help him draw more cards to get closer to his goal. He has Sangan, which, when it goes to the Graveyard, lets him bring a Monster from his Deck into his hand. He also has Graceful Charity, Jar of Greed, and Appropriate. All of them let you draw extra cards, but the last one lets Rare Hunter draw two cards for every one that you draw because of Magic Cards. If you play Pot of Greed, Rare Hunter gets to draw four cards!

Don't dismiss Rare Hunter's ability to hurt you even before he draws all five Exodia Cards. He has a Cannon Soldier, which can deal 500 damage to you each turn. Destroy it before it can do real harm. Other than that, Rare Hunter doesn't really use Monster Removal Cards such as Dark Hole and Raigeki. He doesn't go on the offensive much either, since he doesn't have particularly strong Monsters.

Sample Cards: Rare Hunter

Card	Type	ATK	DEF	Level
Appropriate	Trap/Continuous	—	—	—
Backup Soldier	Trap	—	—	—
Barrel Rock	Rock	1,000	1,300	4
2 Big Eye	Fiend/Effect	1,200	1,000	4
Call Of The Haunted	Trap/Continuous	—	—	—
Cannon Soldier	Machine/Effect	1,400	1,300	4
Celtic Guardian	Warrior	1,400	1,200	4
Change of Heart	Magic	—	—	—
Doron	Warrior	900	500	2
Exodia the Forbidden One	Spellcaster	1,000	1,000	3
2 Graceful Charity	Magic	—	—	—
3 Jar of Greed	Trap	—	—	—
Left Arm of the Forbidden One	Spellcaster	200	300	1
Left Leg of the Forbidden One	Spellcaster	200	300	1
Magic Cylinder	Trap	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	400	1
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Mystic Tomato	Plant/Effect	1,400	1,100	4
Negate Attack	Trap/Counter	—	—	—
Penguin Soldier	Aqua/Effect	750	500	2
Right Arm of the Forbidden One	Spellcaster	200	300	1
Right Leg of the Forbidden One	Spellcaster	200	300	1
2 Sangan	Fiend/Effect	1,000	600	3
3 Skelengel	Fairy/Effect	900	400	2
Swords of Revealing Light	Magic	—	—	—
Swordsmen of Landstar	Warrior	500	1,200	3
The Furious Sea King	Aqua	800	700	3
Water Element	Aqua	900	700	3

Shadi

The mysterious Shadi shows up after you leave the Ghoul's Hideout in victory. Along with Marik and the Ghouls, he now appears as a Duelist on the Battle City map.

Shadi doesn't have a Deck of his own; he copies the Decks of three other Duelists: Yugi, Seto, and Ishizu. During a Duel, he'll use one of these Decks and use that Duelist's strategy as well. Adjust your own strategies accordingly.

If Shadi is playing with Yugi's Deck, you'll see many strong non-Tribute Monsters that will overwhelm you and prevent you from playing your higher-level Monsters. If he plays Seto, then watch out for his killer combo of Cyber-Stein and Blue-Eyes Ultimate Dragon. If Shadi has Ishizu's Deck, you'll be faced with many strong Fairies and Effects Monsters that will keep healing Shadi.

Whether Shadi has Yugi's Deck and draws Gemini Elf (ATK 1,900) or uses Seto's cards and has Vorse Raider (ATK 1,900), he will have high ATK Monsters that won't require Tribute. If Shadi has Ishizu's Deck, you'll see some decent high ATK non-Tribute Monsters like Dunames Dark Witch (ATK 1,800) and even better high DEF Monsters, such as Banisher of the Light (DEF 2,000) or The Forgiving Maiden (DEF 2,000).



NOTE

Shadi's sample cards are a compilation of Yugi's, Seto's, and Ishizu's cards. He doesn't actually use all these cards in a given Duel, since he can only copy one character's Deck per Duel. Refer to the copied Duelist's section for a more detailed list of their cards.

Sample Cards: Shadi

Card	Type	ATK	DEF	Level
3 Alpha The Magnet Warrior	Rock	1,400	1,700	4
Axe Raider	Warrior	1,700	1,150	4
2 Banisher of the Light	Fairy/Effect	100	2,000	4
1 Bell of Destruction	Trap	—	—	—
3 Beta The Magnet Warrior	Rock	1,700	1,600	4
2 Black Magic Ritual	Magic	—	—	—
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Blue-Eyes Ultimate Dragon	Dragon/Fusion	4,500	3,800	12
Card Destruction	Magic	—	—	—
1 Cessfire	Trap	—	—	—
Cosmo Queen	Spellcaster	2,900	2,450	8
Cyber Jar	Rock/Effect	900	900	3
Cyber-Stein	Machine/Effect	700	500	2
Cyber-Tech Alligator	Machine	2,500	1,600	5
Dark Hole	Magic	—	—	—
2 Dark Magician	Spellcaster	2,500	2,100	7
3 Dark Magician Girl	Spellcaster/Effect	2,000	1,700	6
Dryad	Spellcaster	1,200	1,400	4
3 Dunames Dark Witch	Fairy	1,800	1,050	4
3 Gamma The Magnet Warrior	Rock	1,500	1,800	4
2 Gemini Elf	Spellcaster	1,900	900	4
3 Hysteric Fairy	Fairy/Effect	1,800	500	4
1 Just Desserts	Trap	—	—	—
1 Light of Intervention	Trap/Continuous	—	—	—
2 Magic Jammer	Trap/Effect	—	—	—
2 Magician of Black Chaos	Spellcaster/Ritual	2,800	2,600	8
2 Magician of Faith	Spellcaster/Effect	300	400	1
1 Man-Eater Bug	Insect/Effect	450	600	2
2 Marie the Fallen One	Fiend/Effect	1,700	1,200	4
1 Mirror Force	Trap	—	—	—
1 Monster Reborn	Magic	—	—	—
2 Polymerization	Magic	—	—	—
1 Raigeki	Magic	—	—	—
1 Rock Ogre Grotto #2	Rock	700	1,400	3
1 Shadow of Eyes	Trap	—	—	—
2 Shining Fairy	Fairy/Effect	1,400	800	4
1 Snatch Steal	Magic/Equip	—	—	—
2 Soul of Purity and Light	Fairy/Effect	2,000	1,800	6
2 St. Joan	Fairy/Fusion	2,800	2,000	7
1 Summoned Skull	Fiend	2,500	1,200	16
1 Swords of Revealing Light	Magic	—	—	—
2 The Forgiving Maiden	Fairy/Effect	850	2,000	4
1 Torrential Tribute	Trap	—	—	—
1 Vorse Raider	Beast-Warrior	1,900	1,200	4
1 White Magical Hat	Spellcaster	1,000	700	3

Cards to Watch For

Cosmo Queen



(Spellcaster)
Queen of the galaxies and mistress of the stars.

Blue-Eyes Ultimate Dragon



(Dragon/Fusion)
Blue-Eyes White Dragon + Blue-Eyes White Dragon + Blue-Eyes White Dragon

Magician of Black Chaos



(Spellcaster/Ritual)
This monster is summoned with the Ritual Magic Card - Dark Magic Ritual - You must also offer monsters whose total level adds equal to or more than the level of your hand as a tribute.

Magician of Black Chaos

All three of Shadi's cloned Decks have good higher-level Monsters. Of the three, Yugi has the weakest Level 5 and above Monsters; but if Shadi is using Seto's or Ishizu's Deck when you Duel him, you could face St. Joan (ATK 2,800), Cosmo Queen (ATK 2,900), or even Blue-Eyes Ultimate Dragon (ATK 4,500)!

One constant between all three of Shadi's possible Decks is excellent Magic and Trap Cards. No matter whose Deck he uses, he'll have Monster Removal Cards like Raigeki, Dark Hole, and Mirror Force. Refer to the Duelists that Shadi copies for more information on their Decks. In general, if he uses several Magnet Warriors and Spellcasters, he is using Yugi's Deck. If he uses Fairies, he is using Ishizu's Deck. And if he plays a wide assortment of Monsters, he is using Seto's Deck.





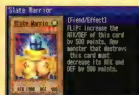
Strings



Strings is very much like his counterpart on the TV show. This Zombiellike servant of Marik is famous for his Jam Cards, and he usually summons a wave of them against you. He has several

Jam Breeding Machines, which can create Slime Tokens (Aqua Type, ATK 500/ DEF 500) every turn. Although these tokens aren't too powerful, they can be used as Tribute for his more powerful Monsters.

Cards to Watch For



Slate Warrior



Vorse Raider



Gaia the Fierce Knight

Even before he gets out his Jam Breeding Machines, Strings can play several very strong non-Tribute Monsters, including high-DEF Monsters such as Humanoid Slime (DEF 2,000) and Earthbound Spirit (DEF 2,000), and high-ATK Monsters such as Vorse Raider (ATK 1,900) and Slate Warrior (ATK 1,900). Slate Warrior especially bears watching, because whatever kills it is permanently reduced in ATK value by 500 points.

Strings also has several Magicians of Faith to search his Graveyard for useful Magic Cards to reuse. Among those useful Magic and Trap Cards are Raigeki, Dark Hole, and Nightmare's Steelcage. Nightmare's Steelcage can really throw off your offensive—it prevents either side from attacking for two turns. With this card, Strings can buy himself time to summon better Monsters or draw the right Magic Card.

Strings isn't terribly difficult to Duel, mostly because his Slime Tokens are so weak. And because they are usually left in Attack Position, Strings is vulnerable to Life Point damage. Still, kill these Tokens before he can Tribute them for bigger Monsters such as his Gaia the Fierce Knight. If you can do that and weather his Monster Removal Cards, you should be in good shape.

Sample Cards: Strings

Card	Type	ATK	DEF	Level
Anthrosaurus	Dinosaur	1,000	850	3
Aqua Madoor	Spellcaster	1,200	2,000	4
Battle Warrior	Warrior	700	1,000	3
Beia the Magnet Warrior	Rock	1,700	1,600	4
Dark Hole	Magic	—	—	—
Doma The Angel of Silence	Fairy	1,600	1,400	5
Earthbound Spirit	Fiend	500	2,000	4
Fireyaru	Pyro	1,300	1,000	4
Gaia the Fierce Knight	Warrior	2,300	2,100	7
Hilotsu-Me Giant	Beast-Warrior	1,200	1,000	4
Humanoid Slime	Aqua	800	2,000	4
Jam Breeding Machine	Magic/Continuous	—	—	—
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	400	1
Minomushi Warrior	Rock	1,300	1,200	4
Morphing Jar #2	Rock/Effect	800	700	3
Nightmare's Steelcage	Magic	—	—	—
Raigeki	Magic	—	—	—
Slate Warrior	Fiend/Effect	1,900	400	4
Sorcerer of the Doomed	Spellcaster	1,450	1,200	4
Spiked Snail	Insect	700	1,300	3
Spirit of the Harp	Fairy	800	2,000	4
Stone Armadillo	Rock	800	1,200	3
Tenderness	Fairy	700	1,400	3
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
Wood Clown	Warrior	800	1,200	3



The Final Hidden Duelists

The final three Duelists are listed separately from the rest of the pack because you can't access them until much later in the game. Bandit Keith doesn't appear until you defeat all Duelists five times, except for Mokuba, Pegasus, and Duke. That means you must complete the Tea Kidnapping event before he appears.

Duke shows up when you beat Mokuba, Pegasus, and Bandit Keith. Pegasus shows up after you have a Toon World Card, which you get from the Blue-Eyes Toon Dragon Pack (this pack appears when you reach 10,000 points!). They are truly an elusive trio.

Bandit Keith



Bandit Keith uses his familiar Machine Deck, relying on a host of high ATK and DEF Monsters to pummel you into the ground. His strongest non-Tribute Monsters are Mechanicalchaser (ATK 1,850), Guardian of the Throne Room (ATK 1,650), and Overdrive (ATK 1,600), and he has several of each. But watch out for his Level 5-6 Monsters. He can play two Cyber-Tech Alligators—2,500 ATK Monsters—for just one Tribute each! And he has Zoa (ATK 2,600) and potentially Metalzoa (ATK 3,000) waiting in the wings.

If you use a Deck that relies on specific cards in your hand, such as Exodia, then beware of his Morphing Jar #2, which could send both your cards and his into the Graveyard. Keith is also good at removing individual Monsters, thanks to his Trap Hole Card, and then reviving your Monsters for his use with Monster Reborn. He also has Change of Heart. Fortunately, he doesn't really use mass Monster Destruction Cards such as Raigeki.

Keith does use Machines, so put him at a disadvantage by playing an Umi Field Magic Card, which weakens all Machines by 200 points.

Sample Cards: Bandit Keith

Card	Type	ATK	DEF	Level
Brave Scizzar	Machine	1,300	1,000	4
Change of Heart	Magic	—	—	—
2 Cyber-Tech Alligator	Machine	2,500	1,600	5
Fiend Kraken	Aqua	1,200	1,400	4
2 Gamble	Trap	—	—	—
Golgoth	Machine	900	1,600	4
2 Guardian of the Throne Room	Machine	1,650	1,600	4
Headless Knight	Machine	1,450	1,700	4
Lesser Dragon	Dragon	1,200	1,000	4
Lightning Conger	Thunder	350	750	3
Magic Jammer	Trap/Counter	—	—	—
Mechanical Snail	Machine	800	1,000	3
3 Mechanicalchaser	Machine	1,850	800	4
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
2 Oni Tank T-34	Machine	1,400	1,700	4
2 Overdrive Machine	Machine	1,600	4	
Pendulum Machine	Machine	1,750	2,000	6
Slot Machine	Machine	2,000	2,300	7
3 Trap Hole	Trap	—	—	—
Zoa	Machine	2,600	1,900	7

Cards to Watch For



Cyber-Tech Alligator



Metalzoa



Trap Hole



Duke Devlin

Duke Devlin is the creator of Dungeon Dice and thinks he knows a lot about Dueling. He is the final Duelist you unlock in the game, showing up after you've beaten everyone else once.

Duke uses lots of Effects Monsters in his Deck, going for flashy abilities over brute strength. His Monsters usually annoy you by manifesting several special abilities once they die, such as replicating themselves, healing Duke, or subtracting from your Life Points. When you destroy his Giant Germ, for example, you lose 500 Life Points, and any other Giant Germs in his Deck come into play on the Field in Defense Position. If you kill his Nimble Momonga, he gains 1,000 Life Points and all his Momongas come into play.

Duke also has several Penguin Soldiers to send Monsters back to the graveyard and some Man-Eater Bugs to send your Monsters to the Graveyard.



Man-Eater Bug

Duke doesn't employ instant-kill Magic and Trap Cards, so don't worry about a Mirror Force or Dark Hole wiping out your Monsters.

His take on Monster removal is Blind Destruction, which takes a random roll of the dice to determine which level of Monsters die. If he rolls a four when Blind Destruction activates, all Level 4 Monsters go to the Graveyard, including his own. Blind Destruction operates on chance, so it isn't as threatening as Raigeki, but one unlucky roll of the dice could put you in trouble. Duke also uses the Graceful and Skull Dice Cards to pump up his Monsters and weaken your Monsters before you both attack.

Don't use cards that keep Effects Monsters from using their abilities, because you usually have Effects Monsters of your own. To defeat Duke, go on the offensive with high ATK Monsters, because Duke's Monsters aren't very strong. If you stay on the offensive with strong Monsters, you should defeat Duke easily. If you are worried about Blind Destruction taking you down at a bad time, use Harpie's Feather Duster or Heavy Storm to clear it from the Field.

Cards to Watch For



Blind Destruction



Giant Germ

Sample Cards: Duke Devlin

Card	Type	ATK	DEF	Level
Air Eater	Fiend	2,100	1,600	6
Ancient Tool	Machine	1,700	1,400	5
Ansatsu	Warrior	1,700	1,200	5
3 Blind Destruction	Trap/Continuous	—	—	—
Brave Scizzar	Machine	1,300	1,000	4
3 Bubonic Vermin	Beast/Effect	900	600	3
Change of Heart	Magic	—	—	—
3 Giant Germ	Beast/Effect	1,000	100	2
2 Graceful Dice	Magic/Quick	—	—	—
Green Phantom King	Plant	500	1,600	3
Key Mace #2	Fiend	1,050	1,200	4
Lightning Conger	Thunder	350	750	3
2 Man-Eater Bug	Insect/Effect	450	600	2
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
Nimble Momonga	Beast/Effect	1,000	100	2
3 Penguin Soldier	Aqua/Effect	750	500	2
2 Skull Dice	Trap	—	—	—
Temple of Skulls	Zombie	900	1,300	4
Wilmee	Beast	1,000	1,200	4
Wow Warrior	Fish	1,250	900	4



Maximillion Pegasus



The most famous of Duelists and a collector of Millennium items, Maximillion Pegasus was bound to show up at a tournament showcasing the best Duelists in the world. As you might expect, his Deck

is filled with comical Toon Monsters that are anything but lightweight. If he can play his Toon World Card and get out a few of his Toon Monsters, such as Toon Summoned Skull (ATK 2,500) and Blue-Eyes Toon Dragon (ATK 3,000), the Duel is over.

Cards in Watch For

Blue-Eyes Toon Dragon



Blue-Eyes Toon Dragon

Relinquished



Relinquished

Bell of Destruction



Bell of Destruction

Although Pegasus has to wait one turn before he can attack with his Toon Monsters, they can bypass normal Monsters to attack your Life Points directly. One Blue-Eyes Toon Dragon ends the Duel in three turns regardless of whether you have Blockers or not! Luckily, his Toon Monsters can only be played when his Toon World Magic Card is on the Field, so remove it to keep him from playing his most powerful Monsters.

While he is waiting to set up his Toon Monsters, Pegasus can also play his strong Level 4 Vorse Raiders (ATK 1,900) and Slate Warrior (ATK 1,900). Moreover, he has lots of strong Magic and Trap Cards to keep you off balance, such as Mirror Force, Raigeki,

Mirror Wall, Dark Hole, and Magic Cylinder. Pegasus is also good at healing himself, which keeps him in the fight longer and gives him a better chance to play his Toon Monsters. He can heal himself with Nimble Momonga, Numinous Healer, and Enchanted Javelin.

But don't relax if you get rid of his Toon World Card. Besides his Magic and Traps, he also has Summoned Skull (ATK 2,500) and Thousand-Eyes Restrict and Relinquished, both of which can assume the ATK and DEF of your best Monsters.

Beating Pegasus is tough and requires good use of Magic and Monster Removal Cards, as well as an aggressive offense to keep his better Monsters and Magic Cards from coming into play.

Sample Cards: Pegasus

Card	Type	ATK	DEF	Level
Bell of Destruction	Trap	—	—	—
2 Black Illusion Ritual	Magic	—	—	—
Blue-Eyes Toon Dragon	Dragon/Effect	3,000	2,500	8
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
2 Enchanted Javelin	Trap	—	—	—
Mirror Force	Trap	—	—	—
Mirror Wall	Trap/Continuous	—	—	—
Monster Reborn	Magic	—	—	—
Morphing Jar	Rock/Effect	700	600	2
2 Nimble Momonga	Beast/Effect	1,000	100	2
Numinous Healer	Trap	—	—	—
Raigeki	Magic	—	—	—
Relinquished	Spellcaster/Effect	0	0	1
Sinister Serpent	Reptile/Effect	300	250	1
Slate Warrior	Fiend/Effect	1,900	400	4
Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Thousand-Eyes Idol	Spellcaster	0	0	1
3 Toon Mermaid	Aqua/Effect	1,400	1,500	4
Toon Summoned Skull	Fiend/Effect	2,500	1,200	6
2 Toon World	Magic	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4



Dark Duelists

When you trigger the Ghoul's Hideout event and enter the Pyramid to battle Marik, you face three Duelists who are Dark versions of themselves. They are Dark Tea, Dark Joey, and Dark Marik. You only face Dark Joey and Dark Tea in the Hideout, but Dark Marik occasionally takes control of Marik and fights you in Battle City.

You fight Dark Tea and Dark Joey only once. Dark Marik is a different story. You can sometimes Duel him on the regular map.

NOTE

The Dark Duelists don't count as Duelists for the purposes of meeting unlock conditions for hidden booster packs and secret Duelists. For example, you must beat all normal Duelists, excluding Dark Duelists, 10 times to unlock the Destiny Board Pack.



Dark Tea



Dark Joey



Dark Marik

Dark Marik's strategy is very different from anything you will have faced up to the point you Duel him in the Ghoul's Hideout. Moreover, he doesn't Duel like this again after you leave the Hideout.

During your Duel with him in the Ghoul's Hideout, he emphasizes small Monsters. He uses Gravity Bind to prevent you from attacking with anything Level 4 or higher. If you have anything low enough in level in which to attack or defend, he uses Raigeki and other Monster Removal Cards to wipe them away and then overwhelms you with his Level 3 Monsters.

Cards to Watch For



Gravity Bind



Muka Muka



Torrential Tribute

Before you face Dark Marik, make sure your Deck has Level 3 Monsters to fight for you. Dark Marik takes longer to finish you off because Gravity Bind also restricts him from using high-ATK Monsters, but you can't fight back if you don't have any weaker Monsters with which to play.

Place some low-level Effects Monsters in your Deck to help fight Dark Marik. Make sure they have good abilities so they can be used against the other Duelists in the Hideout. Some examples include Muka Muka, Man-Eater Bug, and Princess of Tsurugi. Have Direct Damage Magic Cards to attack Dark Marik without having to go through Monsters.

Use Jinzo or Royal Decree to negate the Gravity Bind Trap, or use Trap Removal Cards such as Mystical Space Typhoon. If Gravity Bind gets played anyway, use the Trap Card Infinite Dismissal, which destroys all Level 3 or lower Monsters on your enemy's Field. Then your own Level 3 Monsters can attack unhindered.



Also use Magic Equip Cards to buff up your Monsters so they are stronger than Dark Marik's. Since only Level 3 and under Monsters can fight, every 200 or more points from power-ups makes a huge difference. The Duel might take a while, but if you have pumped up low-level Monsters supported by Direct Damage Cards, you can win easily.

Sample Cards: Dark Marik

Card	Type	ATK	DEF	Level
Call Of The Haunted	Trap	—	—	—
Card Destruction	Trap	—	—	—
Crawling Dragon #2	Dinosaur	1,600	1,200	4
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
2 Gravekeeper's Servant	Trap/Continuous	—	—	—
Gravity Bind	Trap/Continuous	—	—	—
Great White	Fish	1,600	800	4
Harpie's Feather Duster	Magic	—	—	—
Infinite Cards	Magic	—	—	—
3 Magician of Faith	Spellcaster/Effect	300	400	1
Man-Eater Bug	Insect/Effect	450	600	2
Mask of Darkness	Fiend/Effect	900	400	2
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
Muka Muka	Rock/Effect	600	300	2
Mystical Space Typhoon	Magic/Quick	—	—	—
Raijeki	Magic	—	—	—
Summoned Skull	Fiend	2,500	1,200	6
The Bistro Butcher	Fiend/Effect	1,800	1,000	4
Torrential Tribute	Trap	—	—	—
Tribute to The Doomed	Magic	—	—	—
Violent Rain	Aqua	1,550	800	4
Vorse Raider	Beast-Warrior	1,900	1,200	4
White Magical Hat	Spellcaster/Effect	1,000	700	3





Card List

NOTE

Not all cards have passwords. Those are marked with "N/A".

30,000-Year White Turtle



Type: Aqua
Attribute: Water
Level: 1
ATK: 1,200
DEF: 2,100
Password: 11714098

Description: A huge turtle that has existed for more than 30,000 years.

4-Starred Ladybug of Doom



Type: Insect/Effect
Attribute: Wind
Level: 1
ATK: 800
DEF: 1,200
Password: 83994646

Description: Flip Effect: Destroys face-up Level 4 Monsters on your opponent's side of the Field.

7 Colored Fish



Type: Fish
Attribute: Water
Level: 4
ATK: 1,800
DEF: 800
Password: 21771716

Description: A rare rainbow fish that has never been caught by mortal man.

7 Completed



Type: Magic/Equip
Attribute: Magic
Level: 1
ATK: —
DEF: —
Password: 86198326

Description: A Machine-Type Monster equipped with this card increases either its ATK or DEF by 700 points. You cannot change your choice as long as this card remains face-up on the Field.

Abyss Flower



Type: Plant
Attribute: Earth
Level: 2
ATK: 700
DEF: 400
Password: 40387124

Description: A rarely seen flower that blossoms quietly on the edge of darkness.

Acid Crawler



Type: Insect
Attribute: Earth
Level: 3
ATK: 900
DEF: 700
Password: 77568553

Description: A giant caterpillar that secretes an acid mist that melts anything.

Acid Trap Hole



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 41356845

Description: Flip one face-down Defense Position Monster face-up. If the Monster's DEF is 2,000 points or less, the Monster is destroyed. If the DEF is more than 2,000 points, return the Monster to its face-down Defense Position.

Air Eater



Type: Fiend
Attribute: Wind
Level: 8
ATK: 2,100
DEF: 1,600
Password: 08353769

Description: A Monster that feeds on oxygen, suffocating any who come near.

Air Marmot of Nefariousness



Type: Beast
Attribute: Earth
Level: 3
ATK: 400
DEF: 600
Password: 75889523

Description: A horned beaver that dive-bombs enemies with acorns.

Akakieisu



Type: SpellCaster
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 800
Password: 38035986

Description: A sorcerer who utters spells that can render Monsters unconscious.

Akhihiron



Type: Aqua
Attribute: Water
Level: 5
ATK: 1,700
DEF: 1,400
Password: 36904469

Description: This strange creature hides in the deep, dark corners of the seven seas.

Alinsection



Type: Insect
Attribute: Earth
Level: 1
ATK: 900
DEF: 700
Password: 70924884

Description: A stag beetle with saw-like head and arms.



Alligator's Sword



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 64428736

Description: This lizard man can swing a sword at velocities that exceed the speed of sound.

Alligator's Sword Dragon



Type: Dragon/Fusion
Attribute: Wind
Level: 5
ATK: 1,700
DEF: 1,500
Password: 03366982

Description: Baby Dragon + Alligator's Sword. You can inflict Direct Damage to your opponent's Life Points with this card if the only attributes of Monster Cards on your opponent's side of the Field are Earth, Water, or Fire.

Alpha The Magnet Warrior



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,700
Password: 99785935

Description: Alpha, Beta, and Gamma meld as one to form a powerful Monster.

Amazon Archer



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,000
Password: 91869203

Description: You can inflict 1,200 points of Direct Damage to your opponent's Life Points by offering two of your Monsters on the Field as a tribute.

Amazon of the Seas



Type: Fish
Attribute: Water
Level: 4
ATK: 1,300
DEF: 1,400
Password: 17968114

Description: A mermaid who serves as herald of the Sea King and guards the sanctuary.

Ameba



Type: Aqua/Effect
Attribute: Water
Level: 1
ATK: 300
DEF: 350
Password: 95174353

Description: When this card is face-up on the Field and control shifts to your opponent, inflict 2,000 points of Direct Damage to your opponent's Life Points. This effect can only be used once as long as this card remains face-up on the Field.

Amphibian Beast



Type: Fish
Attribute: Water
Level: 6
ATK: 2,400
DEF: 2,000
Password: 67371383

Description: On land or in the sea, the speed of this Monster is unmatched.

Amphibious Bugroth



Type: Aqua/Fusion
Attribute: Water
Level: 5
ATK: 1,850
DEF: 1,300
Password: 40173854

Description: Ground Attacker Bugroth + Guardian of the Sea.

Ancient Brain



Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 700
Password: 42431843

Description: A fallen fairy that is powerful in the dark.

Ancient Elf



Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,450
DEF: 1,200
Password: 93221206

Description: This elf is rumored to have lived for thousands of years. He leads an army of spirits against his enemies.

Ancient Jar



Type: Rock
Attribute: Earth
Level: 3
ATK: 400
DEF: 200
Password: 81492226

Description: A very fragile jar that contains something ancient and dangerous.

Ancient Lizard Warrior



Type: Reptile
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,100
Password: 43230671

Description: Before the dawn of man, this lizard warrior ruled supreme.

Ancient One of the Deep Forest



Type: Beast
Attribute: Earth
Level: 8
ATK: 1,800
DEF: 1,900
Password: 14015067

Description: This creature adopts the form of a white goat living in the Forest, but is actually a Forest Elder.

Ancient Sorcerer



Type: Spellcaster
Attribute: Dark
Level: 8
ATK: 1,000
DEF: 1,300
Password: 36821538

Description: Armed with an array of magic wands, this creature is capable of multiple attacks.

Ancient Telescope



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 17092736

Description: See the top five cards of your opponent's Deck. Return the cards to the Deck in the same order.

Ancient Tool



Type: Machine
Attribute: Dark
Level: 5
ATK: 1,700
DEF: 1,400
Password: 49587396

Description: A destructive machine discovered in the Ruins of the Ancients.

Ancient Tree of Enlightenment



Type: Plant
Attribute: Earth
Level: 3
ATK: 600
DEF: 1,500
Password: 86421986

Description: This ancient arbor uses its extensive knowledge to avoid the damage of enemy attacks.

Ansatsu



Type: Warrior
Attribute: Earth
Level: 5
ATK: 1,700
DEF: 1,200
Password: 48365709

Description: A silent and deadly warrior specializing in assassination.

Anthrosaurus



Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 850
Password: 89904598

Description: Man-like dinosaur with a high IQ that is lacking in strength.

Anti-Magic Fragrance



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 58921041

Description: As long as this card remains on the Field, Magic Cards must always be Set on the Field and cannot be activated until a player's following turn.

Anti Raigeki



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 42364257

Description: When your opponent activates Raigeki, all your opponent's Monsters are destroyed in place of your own.

Appropriate



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 48539234

Description: You can activate this card when your opponent draws a card outside of his or her Draw Phase. Draw two cards from your Deck.

Aqua Chorus



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 95132338

Description: If there are Monster Cards of the same name on the Field, the ATK and DEF of those cards are increased by 500 points.

Aqua Dragon



Type: Sea Serpent/Fusion
Attribute: Water
Level: 6
ATK: 2,250
DEF: 1,900
Password: 86164529

Description: Fairy Dragon + Amazon of the Seas + Zone Eater.



Aqua Madoor



Type: Spellcaster
Attribute: Water
Level: 4
ATK: 1,200
DEF: 2,000
Password: 85639257

Description: A wizard of the waters that conjures a liquid wall to crush any enemies that oppose him.

Aqua Snake



Type: Aqua
Attribute: Water
Level: 3
ATK: 1,050
DEF: 900
Password: 12436646

Description: This Monster hypnotizes an opponent with the ball on its tail and draws them to a watery doom.

Aqua Spirit



Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 1,600
DEF: 1,200
Password: 40916023

Description: Special Summon this card by removing one Water Monster from your Graveyard. During each of your Standby Phases, you can change the Attack Position of one of your opponent's face-up Monster Cards. Once changed, the Monster must remain in this position for the rest of the turn.

Arlownay



Type: Plant
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,000
Password: 14708569

Description: A lady Monster dwelling in a flower, she sprinkles the air with poisonous pollen.

Arma Knight



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,600
DEF: 1,200
Password: 36151751

Description: An ammonite warrior that has protected the seas throughout history.

Armaill



Type: Warrior
Attribute: Earth
Level: 3
ATK: 900
DEF: 1,300
Password: 53153481

Description: A strange warrior who manipulates three deadly blades with both hands and his tail.

Armed Ninja



Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 900
DEF: 300
Password: 09076207

Description: Flip Effect: Destroys one Magic Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position.

Armored Glass



Type: Trap
Attribute: Trap
Level: 1
ATK: 0
DEF: 0
Password: 36868108

Description: You can activate this card when a Monster is equipped with an Equip Magic Card. Negate the effects of all Equip Magic Cards on the Field during the turn this card is activated.

Armored Lizard



Type: Reptile
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,200
Password: 15480588

Description: A lizard with a very tough hide and a vicious bite.

Armored Rat



Type: Beast
Attribute: Earth
Level: 1
ATK: 950
DEF: 1,100
Password: 16246527

Description: The fur on this Monster rat is tough enough to repel swords.

Armored Starfish



Type: Aqua
Attribute: Water
Level: 3
ATK: 850
DEF: 1,400
Password: 27535588

Description: A bluish starfish with a very tough hide for repelling attacks.

Armored Zombie



Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,500
DEF: 0
Password: 20277860

Description: This warrior blindly swings a deadly blade with devastating force.





Attack and Receive



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 63689843

Description: You can activate this card when you take damage to your Life Points. Influx 700 points of Direct Damage to your opponent's Life Points. In addition, inflict 300 points of Direct Damage to your opponent's Life Points per card if there are additional Attack and Receive Cards in your Graveyard.

Axe of Despair



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 40619825

Description: A Monster equipped with this card increases its ATK by 1,000 points. When this card is sent from the Field to the Graveyard, you can offer one Monster from the Field as a Tribute to place it on top of your Deck.

Axe Raider



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,700
DEF: 1,150
Password: 48305365

Description: An axe-wielding Monster of tremendous strength and agility.

Baby Dragon



Type: Dragon
Attribute: Wind
Level: 1
ATK: 1,200
DEF: 700
Password: 68819587

Description: Much more than just a child, this dragon is gifted with untapped power.

Backup Soldier



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 36280194

Description: You can activate this card when there are five or more Monster Cards in your Graveyard. Take up to three Monster Cards (except Monsters with effects) with an ATK of 1,500 or less from your Graveyard and add them to your hand.

Banisher of the Light



Type: Fairy/Effect
Attribute: Light
Level: 3
ATK: 100
DEF: 2,000
Password: 61528025

Description: As long as this card remains face-up on the Field, any card sent to the Graveyard is removed from play.

Baron of the Fiend Sword



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,550
DEF: 800
Password: 86325596

Description: An aristocrat who wields a sword possessed by a malicious spirit that preys on the weak.

Barox



Type: Fiend/Fusion
Attribute: Dark
Level: 5
ATK: 1,380
DEF: 1,530
Password: 06840573

Description: Frenzied Panda + Ryu-Kishin

Barrel Dragon



Type: Machine/Effect
Attribute: Dark
Level: 7
ATK: 2,600
DEF: 2,200
Password: 81480460

Description: Toss a coin three times. If two out of three tosses result in heads, destroy one Monster on your opponent's side of the Field. This card's effect can be used only during your own turn, once per turn.

Barrel Lily



Type: Plant
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 600
Password: 67841515

Description: This wicked flower attacks with pollen projectiles.

Barrel Rock



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,300
Password: 10476868

Description: This Monster shoulders a pair of machine guns and is unstoppable.

Basic Insect



Type: Insect
Attribute: Earth
Level: 3
ATK: 500
DEF: 700
Password: 89091579

Description: It's usually found in swarms; this creature's ideal environment is the Forest.



Bat



Type: Machine
Attribute: Wind
Level: 1
ATK: 300
DEF: 350
Password: 72076281

Description: A mechanical bat that drops blasts from its wings.

Battle Ox



Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,700
DEF: 1,000
Password: 05053103

Description: A Monster with tremendous power, it destroys enemies with a swing of its axe.

Battle Steer



Type: Beast-Warrior
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,300
Password: 18246479

Description: A bull Monster often found in the woods, it charges enemy Monsters with a pair of deadly horns.

Battle Warrior



Type: Warrior
Attribute: Earth
Level: 3
ATK: 700
DEF: 1,000
Password: 55550921

Description: A warrior who fights with his bare hands.

Bazoo the Soul-Eater



Type: Beast/Effect
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 900
Password: 40133511

Description: You can remove up to three cards from your Graveyard. Your ATK increases until the end of your opponent's turn by 300 points for each card removes. This effect can only be used once during your turn.

B. Dragon Jungle King



Type: Dragon
Attribute: Earth
Level: 6
ATK: 2,100
DEF: 1,800
Password: 89832901

Description: A jet-black dragon found in the deepest jungles that normally devours trees.

Beaked Snake



Type: Reptile
Attribute: Earth
Level: 3
ATK: 800
DEF: 900
Password: 06103114

Description: This Monster wraps itself around an opponent and pecks away with its huge beak.

Bean Soldier



Type: Plant
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,300
Password: 84990171

Description: A plant-warrior that attacks with seeds and sword.

Beast Fangs



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 46009906

Description: A Beast-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Beast of Gilfer



Type: Fiend/Effect
Attribute: Dark
Level: 6
ATK: 2,200
DEF: 2,500
Password: 50287060

Description: When this card is sent to the Graveyard, it can be treated as an Equip Magic Card and can be used to equip one Monster on the Field. The ATK of a Monster equipped with this card decreases by 500 points.

Beastking of the Swamps



Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 7,000
DEF: 1,100
Password: 99426834

Description: You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monster in the current Fusion.

Beastly Mirror Ritual



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Fiend's Mirror. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.



Beautiful Beast Trainer



Type: Warrior
Attribute: Earth
Level: 5
ATK: 1,750
DEF: 1,300
Password: 29616941

Description: A rare female beast-tamer with a very dangerous whip.

Beautiful Headhuntress



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 800
Password: 16899564

Description: A vicious creature that has decapitated numerous enemy Monsters.

Beaver Warrior



Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,500
Password: 32452818

Description: What this creature lacks in size it makes up for in defense when battling in the prairie.

Behemon



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,350
DEF: 1,000
Password: 94022093

Description: With a large mouth and massive teeth, this is one dangerous and strange sea snake.

Bell of Destruction



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 83555666

Description: Destroy one face-up Monster Card and inflict Direct Damage equal to the destroyed card's ATK to the Life Points of both you and your opponent.

Berfomet



Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 1,400
DEF: 1,800
Password: 77207191

Description: When this card is summoned (excluding Special Summon), you can add one Gazelle the King of Mythical Beasts from your Deck to your hand.

Beta The Magnet Warrior



Type: Rock
Attribute: Earth
Level: 3
ATK: 1,700
DEF: 1,600
Password: 39256679

Description: Alpha, Beta, and Gamma meld as one to form a powerful Monster.

Bickuribox



Type: Fiend/Fusion
Attribute: Dark
Level: 7
ATK: 2,900
DEF: 2,000
Password: 25655502

Description: Crass Clown + Dream Clown

Big Eye



Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 1,200
DEF: 1,000
Password: 16768387

Description: Flip Effect: See the five cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck.

Big Insect



Type: Insect
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,500
Password: 33606874

Description: A giant ant that dwells in the jungle, it is powerful whether attacking or defending.

Big Shield Gardna



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 2,600
Password: 65240384

Description: When this card is face-down and targeted by a Magic Card whose effect targets only one Monster, the Magic Card is negated and this card is turned face-up in Defense Position. When this card is attacked, it is shifted to Attack Position following the Damage step.

Binding Chain



Type: Fairy
Attribute: Light
Level: 3
ATK: 1,000
DEF: 1,100
Password: 08058240

Description: The mystic links of this chain can rob enemies of their power.



Bio-Mage



Type: Fairy
Attribute: Light
Level: 3
ATK: 1,150
DEF: 1,000
Password: 58696829

Description: A mysterious priest created as a result of the latest advances in biotechnology.

Bio Plant



Type: Fiend
Attribute: Dark
Level: 3
ATK: 600
DEF: 1,300
Password: 07670542

Description: A Monster from a major accident in an underground lab.

Bite Shoes



Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 500
DEF: 300
Password: 50122883

Description: Flip Effect: Change the Attack or Defense Position of one face-up Monster on the Field. The card must remain face-up.

Black Illusion Ritual



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 41426869

Description: This card is used to summon Relinquished. You must also offer Monsters whose total Star Levels equal 1 or more from the Field or your hand as a Tribute.

Black Luster Ritual



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Black Luster Soldier. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as a Tribute.

Black Luster Soldier



Type: Warrior/Ritual
Attribute: Earth
Level: 8
ATK: 3,000
DEF: 2,500
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Black Luster Ritual. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as Tribute.

Black Pendant



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 65169794

Description: A Monster equipped with this card increases its ATK by 500 points. When this card is sent from the Field to the Graveyard, inflict 500 points of damage to your opponent's Life Points.

Blackland Fire Dragon



Type: Dragon
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 800
Password: 87564352

Description: A Dragon that dwells in the depths of darkness, its vulnerability lies in its poor eyesight.

Bladefly



Type: Insect/Effect
Attribute: Wind
Level: 2
ATK: 600
DEF: 700
Password: 28470714

Description: As long as this card remains face-up on the Field, increase the ATK of all Wind-Type Monsters by 500 points and decrease the ATK of all Earth-Type Monsters by 400 points.

Blast Juggler



Type: Machine/Effect
Attribute: Fire
Level: 3
ATK: 800
DEF: 900
Password: 70138455

Description: Offer this card as a Tribute during your Standby Phase if face-up to destroy two face-up Monsters with an ATK of 1,000 or less.

Blind Destruction



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 32015166

Description: During your Standby Phase, roll one die. Destroy any Monster whose level is equal to the number rolled. If the number rolled is six, destroy all Level 6 or higher Monsters.

Block Attack



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 25880422

Description: Select one of your opponent's Monsters and shift it to Defense Position.





Blocker



Type: Machine
Attribute: Dark
Level: 4
ATK: 800
DEF: 1,800
Password: 34743446

Description: This Monster has several components that can be launched for formation attacks.

Blue-Eyed Silver Zombie



Type: Zombie
Attribute: Dark
Level: 5
ATK: 900
DEF: 700
Password: 35282433

Description: The beams from the eyes of this creature are said to turn enemies into zombies.

Blue-Eyes Toon Dragon



Type: Dragon/Effect
Attribute: Light
Level: 8
ATK: 3,000
DEF: 2,500
Password: 53183600

Description: This card cannot be summoned unless Toon World is on the field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When Toon World is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon monster is on your opponent's side of the field, your attacks must target the Toon monster.

Blue-Eyes Ultimate Dragon



Type: Dragon/Fusion
Attribute: Light
Level: 12
ATK: 4,500
DEF: 3,800
Password: N/A

Description: Blue-Eyes White Dragon + Blue-Eyes White Dragon + Blue-Eyes White Dragon.

Blue-Eyes White Dragon



Type: Dragon
Attribute: Light
Level: 8
ATK: 3,000
DEF: 2,500
Password: 80906830

Description: This legendary Dragon is a powerful engine of destruction. It is virtually invincible; very few have faced this awesome creature and lived to tell the tale.

Blue Medicine



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 20821001

Description: Increase both your and your opponent's Life Points by 400 points.

Blue-Winged Crown



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,800
DEF: 1,200
Password: 41396436

Description: With hair shaped like a crown and a body encased in bluish-white flames, this bird is a formidable sight.

Boar Soldier



Type: Beast/Warrior/Effect
Attribute: Earth
Level: 3
ATK: 2,000
DEF: 500
Password: 21340051

Description: This card can only be summoned by a Flip Summon. If summoned by a Normal Summon, the card is destroyed. If your opponent has one or more Monsters under his or her control, the ATK of this card is decreased by 1,000 points.

Bolt Escargot



Type: Thunder
Attribute: Water
Level: 3
ATK: 1,800
DEF: 1,500
Password: 21246024

Description: After rendering an opposite immobile by spitting a sticky goo, this Monster closes in for the attack.

Bolt Penguin



Type: Thunder
Attribute: Water
Level: 3
ATK: 1,800
DEF: 800
Password: 48511711

Description: Its arms form an electric whip, and this Monster paralyzes its enemies with electric shocks.

Bombardment Beetle



Type: Insect/Effect
Attribute: Wind
Level: 2
ATK: 400
DEF: 900
Password: 57409948

Description: Flip Effect: Flip one face-down Monster Card on your opponent's side of the Field face-up. If the flipped card is an Effect Monster Card, immediately destroy it without activating its effect. If the card is not an Effect Monster Card, return it to its original position.

Bone Mouse



Type: Zombie
Attribute: Dark
Level: 1
ATK: 400
DEF: 300
Password: 21239280

Description: A mouse that has returned as a zombie to seek revenge on cats.



Boneheimer



Type: Aqua
Attribute: Water
Level: 3
ATK: 800
DEF: 400
Password: 98456117

Description: This Monster wanders the seas, sucking dry any creatures it may encounter.

Boo Koo



Type: Spellcaster
Attribute: Dark
Level: 2
ATK: 650
DEF: 500
Password: 68963107

Description: A book-like wizard with a wealth of information written inside.

Book of Secret Arts



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 91595718

Description: A Spellcaster-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Bottom Dweller



Type: Fish
Attribute: Water
Level: 5
ATK: 1,650
DEF: 1,700
Password: 81386177

Description: This creature is one sea creature whose wrath is something Monsters fear to face.

Boulder Tortoise



Type: Aqua
Attribute: Water
Level: 6
ATK: 1,450
DEF: 2,200
Password: 09540040

Description: A stone turtle that is nearly indestructible.

Bracchio-raidus



Type: Dinosaur/Fusion
Attribute: Water
Level: 6
ATK: 2,200
DEF: 2,000
Password: 16507828

Description: Two-Headed King Rex + Crawling Dragon #2.

Brave Scizzar



Type: Machine
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,000
Password: 78477583

Description: Armed with a mass of scissors, this Monster can clip an enemy into any desired shape and size.

Breath of Light



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 20101223

Description: Destroys all Rock-Type Monsters on the Field.

Bright Castle



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 82878489

Description: Increases the ATK of all Light Monsters by 700 points.

B. Skull Dragon



Type: Dragon/Fusion
Attribute: Dark
Level: 9
ATK: 3,200
DEF: 2,500
Password: N/A

Description: Summon Skull + Red-Eyes B. Dragon

Bubonic Vermin



Type: Beast/Effect
Attribute: Earth
Level: 3
ATK: 900
DEF: 600
Password: 06104968

Description: Flip Effect: You can take one Bubonic Vermin card from your Deck and Special Summon it on the Field in face-down Defense Position. The Deck is then shuffled.

Burglar



Type: Beast
Attribute: Earth
Level: 3
ATK: 850
DEF: 800
Password: 06297941

Description: A wily rat armed with a huge left claw.





Burning Land



Type: Magic/Permanent
Attributes: Magic
Level: —
ATK: —
DEF: —
Password: 24294108

Description: Destroys all Field Magic Cards on the Field. In addition, both players take 500 points of Direct Damage during each of their respective Standby Phases.

Burning Spear



Type: Magic/Equip
Attributes: Magic
Level: —
ATK: —
DEF: —
Password: 18937873

Description: A Fire Monster equipped with this card increases its ATK by 400 and decreases its DEF by 200 points.

Buster Blader



Type: Warrior/Effect
Attribute: Earth
Level: 7
ATK: 2,600
DEF: 2,300
Password: 78191831

Description: The ATK of this card increases by 500 points for every Dragon-Type Monster on your opponent's side of the Field and Graveyard.

Call of the Dark



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 78637313

Description: All Monsters restored with Monster Reborn are sent to the Graveyard. Monster Reborn also cannot be played as long as this card remains on the Field.

Call of the Grave



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 16970158

Description: Deactivate the effect of Monster Reborn when your opponent plays it.

Call Of The Haunted



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 97077563

Description: Select one Monster from your Graveyard and Special Summon it in face-up Attack Position. When this card is destroyed or removed from the Field, the summoned Monster is destroyed. If the summoned Monster is destroyed, this card is also destroyed.

Candle of Fate



Type: Field
Attribute: Dark
Level: 2
ATK: 600
DEF: 600
Password: 47695416

Description: Decides the fate of an opponent when the candle on its fingertip burns out.

Cannon Soldier



Type: Machine/Effect
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,300
Password: 11384280

Description: Offer one Monster on your side of the Field as a Tribute to inflict 500 points of Direct Damage to your opponent's Life Points. Monsters used for a Tribute Summon of that are offered as Tributes due to other cards' effects are excluded.

Card Destruction



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 72692473

Description: Both players must discard their entire hands and draw the same number of cards that they discarded from their respective Decks.

Card of Safe Return



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 57953380

Description: You can draw one card from your Deck when a Monster is Special Summoned to the Field from your Graveyard.

Castle of Dark Illusions



Type: Field/Effect
Attribute: Dark
Level: 4
ATK: 920
DEF: 1,930
Password: 00062121

Description: FUP: Increases the ATK and DEF of all Zombie-Type Monsters by 200 points. As long as this card remains face-up on the Field, the ATK and DEF of Zombie-Type Monsters continues to increase by 200 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

Castle Walls



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 44209392

Description: Increases a selected Monster's DEF by 500 points during the turn this card is activated.



Catapult Turtle



Type: Aqua/Effect
Attribute: Water
Level: 5
ATK: 1,000
DEF: 2,000
Password: 95727991

Description: Offer one Monster on your side of the Field as a Tribute to inflict Direct Damage equal to half of the Tribute Monster's ATK to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other card's effects are excluded.

Ceasefire



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 36468556

Description: Flip all face-down Monster Cards on the Field face-up (Flip Effects are not activated). Inflict 500 points of Direct Damage to your opponent's Life Points for each Effect Monster Card on the Field.

Celtic Guardian



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,200
Password: 90101050

Description: An elf who learned to wield a sword, he baffles enemies with lightning-swift attacks.

Ceremonial Bell



Type: Spellcaster/Effect
Attribute: Light
Level: 3
ATK: 0
DEF: 1,850
Password: 20228463

Description: As long as this card remains face-up on the Field, you and your opponent must show your hands to each other.

Chain Destruction



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 01248895

Description: You can activate this card when a Monster with an ATK of 2,000 points or less is summoned (including Special Summon). This Monster is not destroyed, but all Monster Cards of the same name in the summoning player's hand and Deck are destroyed. The summoning player's Deck is then shuffled.

Chain Energy



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 79323590

Description: As long as this card remains face-up on the Field, both you and your opponent must pay 500 Life Points per card to play or Set cards from your respective hands.

Chakra



Type: Ritual/Magic
Attribute: Dark
Level: 7
ATK: 2,450
DEF: 2,000
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Resurrection of Chakra. You must also offer Monsters whose total Star Levels equal 7 or more as a Tribute from the Field or your hand.

Change of Heart



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 04031928

Description: Select and control one opposing Monster (regardless of position) on the Field until the end of your turn.

Change Slime



Type: Aqua
Attribute: Water
Level: 1
ATK: 400
DEF: 700
Password: 18914778

Description: A slime that can morph and adopt the shape and size of any Monster it chooses.

Charubin the Fire Knight



Type: Pyro/Fusion
Attribute: Fire
Level: 3
ATK: 1,100
DEF: 800
Password: 37421579

Description: Monster Egg + Hinotama Soul

Chimera the Flying Mythical Beast



Type: Beast/Fusion
Attribute: Wind
Level: 6
ATK: 2,100
DEF: 1,800
Password: 04796100

Description: Gazelle the King of Mythical Beasts + Berformes. When this card is destroyed, you can Special Summon either Gazelle the King of Mythical Beasts or Berformes from your Graveyard, and place it on the Field face-up in either Attack or Defense position.

Chorus of Sanctuary



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 81380218

Description: Increases the DEF of all Defense Position Monsters by 500 points.





Chosen One



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 21888494

Description: Select two cards including one Monster Card from your hand. Your opponent randomly selects one of the two cards. If the selected card is the Monster Card, place it on the Field as a Special Summon and send the remaining card to the Graveyard. If the selected card is not the Monster Card, both cards are sent to the Graveyard.

Claw Reacher



Type: Field
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 800
Password: 41218256

Description: Stretching arms and razor-sharp claws make this Monster a formidable opponent.

Clown Zombie



Type: Zombie
Attribute: Dark
Level: 2
ATK: 1,350
DEF: 0
Password: 92667214

Description: A clown revived by the powers of darkness, its deadly dance has sent many Monsters to their graves.

Cockroach Knight



Type: Insect/Effect
Attribute: Earth
Level: 3
ATK: 980
DEF: 900
Password: 33413638

Description: When this card has been sent to the Graveyard, it is returned to the top of the Deck.

Cocoon of Evolution



Type: Insect/Effect
Attribute: Earth
Level: 0
ATK: 0
DEF: 2,000
Password: N/A

Description: You may treat this card as an Equip Magic Card on a face-up Petit Moth on the Field. When equipped, the ATK and DEF of Petit Moth becomes the same as Cocoon of Evolution.

Cold Wave



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 60682203

Description: This card can only be activated at the start of Main Phase 1. Until your next turn, neither you nor your opponent can play or Set any Magic or Trap Cards.

Collected Power



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 07565547

Description: You can take all Equip Cards on the Field and equip one selected Monster with them. If an Equip Card cannot be applied to the Monster, destroy the card.

Commencement Dance



Type: Magic/Summon
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Performance of Sword. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

Confiscation



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 17375316

Description: Pay 1,000 Life Points to look at your opponent's hand. Select one card and discard it to the Graveyard.

Copycat



Type: Spellcaster/Effect
Attribute: Light
Level: 1
ATK: 0
DEF: 0
Password: 26376390

Description: When this card is summoned (including Special Summons) it adopts the original ATK and DEF of one opponent's Monster.

Corroding Shark



Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,100
DEF: 700
Password: 34290067

Description: A zombie shark that can deliver its lethal curse with a spell.

Cosmo Queen



Type: Spellcaster
Attribute: Dark
Level: 8
ATK: 2,900
DEF: 2,450
Password: N/A

Description: Queen of the galaxies and mistress of the stars.



Crab Turtle



Type: Aqua/Ritual
Attribute: Water
Level: 8
ATK: 2,550
DEF: 2,500
Password: N/A

Description: This Monster can only be Ritual Summoned with the Ritual Magic Card Turtle Oath. You must also offer Monsters whose total Star Levels equal 8 or more as a Tribute from the Field or your hand.

Crass Clown



Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 1,350
DEF: 1,400
Password: 93889755

Description: When this Card is changed from Defensive Position to Attack Position, return one Monster on your opponent's side of the Field to the owner's hand.

Crawling Dragon



Type: Dragon
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,400
Password: 67494157

Description: This weakened dragon can no longer fly, but is still a deadly force to be reckoned with.

Crawling Dragon #2



Type: Dinosaur
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 1,200
Password: 38289717

Description: A powerful dragon with teeth that can grind almost anything.

Crazy Fish



Type: Fish
Attribute: Water
Level: 4
ATK: 1,600
DEF: 1,200
Password: 53713014

Description: A flying fish that attacks with its pointed head.

Crimson Sentry



Type: Warrior/Effect
Attribute: Fire
Level: 4
ATK: 1,500
DEF: 1,200
Password: 28358902

Description: If this card is face-up, offer it as a Tribute to return one of your Monsters destroyed in battle this turn to the bottom of the Deck.

Crimson Sunbird



Type: Winged Beast/Fusion
Attribute: Fire
Level: 6
ATK: 2,300
DEF: 1,800
Password: 46696593

Description: Faith Bird + Skill Red Bird.

Crow Goblin



Type: Winged Beast
Attribute: Wind
Level: 5
ATK: 1,850
DEF: 1,600
Password: 77998771

Description: A clever long-nosed goblin, it is a force to be reckoned with.

Crush Card



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 57728570

Description: Offer one Dark Monster as a Tribute. Any opponent's Monster with an ATK of 1,500 or higher on the Field, in your opponent's hand, or drawn in the next three turns is automatically destroyed.

Cure Mermaid



Type: Fish/Effect
Attribute: Water
Level: 4
ATK: 1,500
DEF: 800
Password: 85802526

Description: As long as this card remains face-up on the Field, you recover 800 Life Points at each of your Standby Phases.

Curse of Dragon



Type: Dragon
Attribute: Dark
Level: 5
ATK: 2,000
DEF: 1,500
Password: 28279543

Description: A wicked dragon that taps into dark forces to execute a powerful attack.

Curse of Fiend



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 12470447

Description: Changes the battle positions of all Attack Position Monsters on the Field to Defense Position and vice versa. These positions cannot be changed during the turn this card is activated except by the effect of a Magic, Trap or Effect Monster Card. You can activate this card only during your Standby Phase.

Curse of the Masked Beast



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 94377247

Description: This card is used to summon The Masked Beast. You must also offer Monsters whose Star Levels equal 8 or more as a Tribute from the Field or your hand.

Curtain of the Dark Ones



Type: Spellcaster
Attribute: Dark
Level: 3
ATK: 900
DEF: 500
Password: 22026707

Description: A curtain that a Spellcaster made, it is said to raise a dark power.

Cyber Commander



Type: Machine
Attribute: Dark
Level: 2
ATK: 750
DEF: 700
Password: 06400512

Description: A strike force equipped with rocket launchers and bazookas.

Cyber Falcon



Type: Machine
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,200
Password: 30655537

Description: A jet-powered hawk that travels at the speed of sound.

Cyber Harpie



Type: Winged Beast/Effect
Attribute: Wind
Level: 4
ATK: 1,800
DEF: 1,300
Password: 80316585

Description: This card is treated as Harpie Lady.

Cyber Jar



Type: Rock/Effect
Attribute: Dark
Level: 3
ATK: 900
DEF: 900
Password: 34124316

Description: Flip Effect: Destroy all Monsters on the Field (including this Monster). Both players then pick up (not draw) five cards from their respective Decks and show the cards to each other.

Cyber Saurus



Type: Machine/Fusion
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,400
Password: 89112729

Description: Blast Juggler + Two-Headed King Rex.

Cyber Shield



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 63224564

Description: Increases the ATK of either Harpie Lady or Harpie Lady Sisters by 500 points.

Cyber Soldier



Type: Machine
Attribute: Dark
Level: 5
ATK: 1,500
DEF: 1,700
Password: 44865098

Description: Guardian of the Machine Master, it crushes opposition by rolling over them.

Cyber Soldier of Darkworld



Type: Machine
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,200
Password: 75589356

Description: A mechanical soldier that won't stop attacking until all life readings have been extinguished.

Cyber-Stein



Type: Machine/Effect
Attribute: Dark
Level: 2
ATK: 700
DEF: 500
Password: 69015963

Description: At the cost of 5,000 of your own Life Points, you can Special Summon one Fusion Monster from your Fusion Deck in face-up Attack Position.

Cyber-Tech Alligator



Type: Machine
Attribute: Wind
Level: 5
ATK: 2,500
DEF: 1,600
Password: 48766543

Description: A winged dragon brought back to life by means of modern technology.



Cyclon Laser



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 05494820

Description: This card can only be used to equip Gradus. If Gradus's ATK exceeds the DEF of the defending Monster when attacking a Monster in Defense Position, the difference is deducted from your opponent's Life Points.

Dancing Elf



Type: Fairy
Attribute: Wind
Level: 1
ATK: 300
DEF: 200
Password: 59983499

Description: An elf that dances across the sky with wings of razor-sharp blades.

Dancing Fairy



Type: Fairy/Effect
Attribute: Wind
Level: 4
ATK: 1,700
DEF: 1,000
Password: 90925163

Description: As long as this card remains on the Field in face-up Defense Position, you gain 1,000 Life Points at each of your Standby Phases.

Dark Artist



Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 600
DEF: 1,400
Password: 72520073

Description: The DEF of this Monster is decreased by half when attacked by Light-Type Monsters.

Dark Assailant



Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,200
Password: 41949033

Description: Armed with the Psycho Sword, this sinister assassin rules the bad land.

Dark Bat



Type: Winged Beast
Attribute: Wind
Level: 3
ATK: 1,000
DEF: 1,000
Password: 67049542

Description: Bats from the Netherworld that use their hyper senses to detect their enemies.

Dark Chimera



Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,610
DEF: 1,460
Password: 32344688

Description: A fire-breathing Monster that dwells in the Netherworld.

Dark Elf



Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 2,000
DEF: 800
Password: 21417692

Description: This card requires 1,000 of your own Life Points to attack.

Dark Energy



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 04614116

Description: A Fiend-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Dark-Eyes Illusionist



Type: Spellcaster/Effect
Attribute: Dark
Level: 2
ATK: 0
DEF: 1,400
Password: 38247752

Description: Flip Effect: As long as this card remains on the Field, one Monster cannot attack.

Darkfire Dragon



Type: Dragon/Fusion
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 1,250
Password: 17881964

Description: Firegrass + Petit Dragon

Darkfire Soldier #1



Type: Pyro
Attribute: Fire
Level: 4
ATK: 1,700
DEF: 1,150
Password: 05388481

Description: An explosive expert from a special elite force.



Darkfire Soldier #2



Type: Pyro
Attribute: Fire
Level: 4
ATK: 1,700
DEF: 1,100
Password: 78861134

Description: A warrior who gained immeasurable power from the heart of a volcano.

Dark Gray



Type: Beast
Attribute: Earth
Level: 3
ATK: 800
DEF: 900
Password: 09159938

Description: Entirely gray, this beast has rarely been seen by mortal eyes.

Dark Hole



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 53129443

Description: Destroys all Monsters on the Field.

D. Human



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,100
Password: 81057959

Description: Gifted with the power of dragons, this warrior wields a sword created from a dragon's fang.

Dark King of the Abyss



Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,200
DEF: 800
Password: 53375573

Description: It's said that this King of the Nether-world once had the power to rule over the dark.

Dark Magic Curtain



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 99789342

Description: When this card is activated, you cannot summon any Monster in the same turn (including Flip Summon and Special Summon). You can Special Summon one Dark Magician from your Deck at the cost of half your Life Points.

Dark Magic Ritual



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Magician of Black Chaos. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as a Tribute.

Dark Magician



Type: Spellcaster
Attribute: Dark
Level: 7
ATK: 2,500
DEF: 2,100
Password: 36996508

Description: The ultimate wizard in terms of attack and defense.

Dark Magician Girl



Type: Spellcaster/Effect
Attribute: Dark
Level: 6
ATK: 2,000
DEF: 1,700
Password: N/A

Description: This card's ATK increases by 300 points for every Dark Magician or Magician of Black Chaos in either player's Graveyard.

Dark Necrofear



Type: Fiend/Effect
Attribute: Dark
Level: 8
ATK: 2,800
DEF: 2,800
Password: 31829185

Description: Special Summon this card by removing three Fiend-Type Monsters from your Graveyard. When an opponent destroys this card, it is treated as an Equip Card. Equip one of your opponent's Monsters with this card. You control the Monster as long as it's equipped.

Darkness Approaches



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 80168720

Description: Discard two cards from your hand. Select one face-up Monster and flip it face-down, but do not change its battle position.

Dark-Piercing Light



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 45895206

Description: Flip all of your opponent's face-down Monster Cards on the Field face-up. The effect of the Monster activates at this time.



Dark Plant



Type: Plant
Attribute: Dark
Level: 1
ATK: 900
DEF: 400
Password: 13193642

Description: This mutant flower draws its power from pollutants and the dark forces.

Dark Prisoner



Type: Fiend
Attribute: Dark
Level: 3
ATK: 1000
DEF: 1,000
Password: 89558090

Description: This Monster bends light to hide its image from the eyes of opponents.

Dark Rabbit



Type: Beast
Attribute: Dark
Level: 4
ATK: 1,100
DEF: 1,500
Password: 99261403

Description: A cartoon rabbit that quickly leaps all over the place, making it a difficult target.

Dark Sage



Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 2,800
DEF: 3,200
Password: 92377303

Description: When you activate the effect of Time Wizard and call it right, you summon this card from either your Deck by offering one Dark Magician as a Tribute. Then move one Magic Card from your Deck to your hand and shuffle your Deck.

Dark Shade



Type: Fiend
Attribute: Wind
Level: 3
ATK: 1,000
DEF: 1,000
Password: 40196604

Description: A crystal Monster that unleashes a brilliant light to blind enemies.

Dark Spirit of the Silent



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 93599951

Description: This card can only be activated during an opponent's Battle Step. You can negate the attack of one Monster and select another one of your opponent's face-up Monsters as the target. If the selected Monster is in Defense Position, change it to Attack Position.

Dark Titan of Terror



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,900
DEF: 1,100
Password: 89498869

Description: A fiend said to dwell in the world of dreams, it attacks enemies in their sleep.

Dark Witch



Type: Fairy
Attribute: Light
Level: 3
ATK: 1,800
DEF: 1,700
Password: 35565537

Description: A popular creature in mythology that delivers fatal attacks with a sharp spear.

Darkworld Thorns



Type: Plant
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 43500484

Description: A thorny plant found in the darklands that wraps itself around any unwary traveler.

Dark Zebra



Type: Beast/Effect
Attribute: Earth
Level: 4
ATK: 1,800
DEF: 400
Password: 59784896

Description: If this is the only card in your control during your Standby Phase, it is automatically placed in Defense Position. You cannot change the position of this card during the same turn.

Deal of Phantom



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 69122763

Description: Until the end of your turn, the ATK of one Monster increases by 100 points for each Monster in your Graveyard.

Deepsea Shark



Type: Fish/Fusion
Attribute: Water
Level: 5
ATK: 1,900
DEF: 1,600
Password: 28593363

Description: Bottom Dweller + Tonyo.



Deepsea Warrior



Type: Warrior/Effect
Attribute: Water
Level: 5
ATK: 1,600
DEF: 1,800
Password: 24128274

Description: When Um is face-up on the Field, this card is unaffected by any Magic Cards.

De-Fusion



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 95286165

Description: Return one Fusion Monster Card on the Field to the Fusion Deck. If all the Fusion-Material Monsters for the returned Fusion Monster Card are in the Graveyard, they can be Special Summoned to the Field at this time.

Delinquent Duo



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 44763025

Description: Pay 1,000 Life Points. Randomly select and discard one card from your opponent's hand. Your opponent then selects and discards another card from his or her hand.

De-Spell



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 19159413

Description: Destroys one Magic Card on the Field. If this card's target is face-down, flip it up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Destiny Board



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 94212418

Description: At the end of each of your opponent's turns, play one Spirit Message card from your hand or your Deck (then reshuffle your Deck). If Spirit Message cards "I", "M", "A", and "C" are all on the Field in their proper order, you are declared the winner. If any of the cards are removed from the Field while constructing the message, they are all sent to your Graveyard.

Destroyer Golem



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,000
Password: 73481154

Description: A golem with a massive right hand for crushing its victims.

Destruction Punch



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 05616412

Description: When the ATK of your opponent's attacking Monster is lower than the DEF of any Defense Position Monster on your side of the Field, the attacking Monster is destroyed. Damage calculation is conducted normally.

Dharma Cannon



Type: Machine
Attribute: Dark
Level: 2
ATK: 900
DEF: 500
Password: 96967123

Description: A monstrous creature whose body is lined with cannons that never miss their targets.

Dian Keto the Cure Master



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: Increase your Life Points by 1,000.

Dice Armadillo



Type: Machine
Attribute: Earth
Level: 5
ATK: 1,650
DEF: 1,800
Password: 69293315

Description: An Armadillo Monster that rolls up to form a dice-like shape.

Dig Beak



Type: Beast
Attribute: Earth
Level: 2
ATK: 500
DEF: 800
Password: 29948642

Description: This creature rolls up its long, snake-like body and uses its beak to attack.

Dimensional Warrior



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 37043180

Description: When this card Attacks or is attacked, both this card and the opposing Monster are removed from play and cannot return during the current Duel.



Dimensionhole



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 22959079

Description: Remove one Monster on your side of the Field from play until your next Standby Phase. The card still counts toward the five-card Monster Zone limit.

Disk Magician



Type: Machine
Attribute: Dark
Level: 4
ATK: 1,350
DEF: 1,000
Password: 76446915

Description: This Monster hides in a saucer and only appears when executing an attack.

Dissolverock



Type: Rock
Attribute: Earth
Level: 5
ATK: 900
DEF: 1,000
Password: 40826495

Description: A Monster born in the lava pits, it generates intense heat that can melt away its enemies.

Djinn the Watcher of the Wind



Type: Spellcaster
Attribute: Wind
Level: 3
ATK: 700
DEF: 900
Password: 97843505

Description: This creature generates gale-force winds and tornadoes to blow its enemies away.

DNA Surgery



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 74701381

Description: Select one Type of Monster. As long as this card remains on the Field, all face-up Monster Cards are treated as the Type selected.

Dokuroizo the Grim Reaper



Type: Zombie
Attribute: Dark
Level: 3
ATK: 900
DEF: 1,200
Password: 25882881

Description: A messenger of doom that steals a soul with a single blow.

Dokurorider



Type: Zombie/Ritual
Attribute: Dark
Level: 6
ATK: 1,900
DEF: 1,850
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Revival of Dokurorider. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

Dokuroyaiba



Type: Fiend
Attribute: Fire
Level: 3
ATK: 1,000
DEF: 400
Password: 30325729

Description: A boomerang with brains that pursues a target to the ends of the earth.

Doma The Angel of Silence



Type: Fairy
Attribute: Dark
Level: 5
ATK: 1,600
DEF: 1,400
Password: 16972957

Description: This fairy rules over the end of existence.

Doron



Type: Warrior
Attribute: Earth
Level: 2
ATK: 900
DEF: 500
Password: 00756652

Description: This Monster splits in two and attacks from opposite sides.

Dorover



Type: Aqua
Attribute: Water
Level: 3
ATK: 900
DEF: 800
Password: 24194033

Description: This ugly Monster emits a highly poisonous gas.

Dragon Capture Jar



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 50045299

Description: All Dragon-Type Monsters on the Field are switched to Defensive Position and remain in this position as long as this card is active.





Dragoness the Wicked Knight



Type: Warrior/Fusion
Attribute: Wind
Level: 3
ATK: 1,200
DEF: 900
Password: 70681994

Description: Armill + One-Eyed Shield Dragon.

Dragonic Attack



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 32437102

Description: This card can only be used to equip Warrior-Type Monsters. The Monster is treated as Dragon-Type and both ATK and DEF are increased by 500 points.

Dragon Piper



Type: Pyro/Effect
Attribute: Fire
Level: 3
ATK: 200
DEF: 1,800
Password: 55763552

Description: Flip Effect: Destroys Dragon Capture Jar, and turns all face-up Dragon-Type Monsters to Attack Position.

Dragon Seeker



Type: Fiend/Effect
Attribute: Dark
Level: 6
ATK: 2,000
DEF: 2,100
Password: 28563545

Description: When this card is summoned to the Field (excluding Special Summon), one Dragon-Type Monster can be automatically destroyed.

Dragon Statue



Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 900
Password: 28563545

Description: A stone warrior with the heart of a dragon.

Dragon Treasure



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 01435851

Description: A Dragon-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Dragon Zombie



Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,600
DEF: 0
Password: 66672569

Description: A dragon revived by sorcery, its breath is highly corrosive.

Dream Clown



Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 13215230

Description: When this card is changed from Attack Position to Defense Position, select and destroy one Monster on your opponent's side of the Field.

Drill Bug



Type: Insect/Effect
Attribute: Earth
Level: 2
ATK: 1,100
DEF: 200
Password: 88733579

Description: When this card inflicts damage to your opponent's Life Points, you may take one Parasite Paraside card from your Deck, shuffle the Deck, and place Parasite Paraside face-down on top of the Deck.

Driving Snow



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 00473469

Description: You can activate this card when one or more of your Trap Cards are destroyed and sent from the Field to the Graveyard by a Card Effect your opponent controls. Destroy one Magic or Trap Card on the Field.

Droll Bird



Type: Winged Beast
Attribute: Wind
Level: 2
ATK: 600
DEF: 300
Password: 97973387

Description: A Monster that shocks its enemies with its massive beak and ear-piercing wails.

Drooling Lizard



Type: Reptile
Attribute: Earth
Level: 3
ATK: 900
DEF: 800
Password: 16353197

Description: A blood-sucking snake in human form that attacks any living being that passes nearby.



Dryad



Type: Spellcaster
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,400
Password: 84916669

Description: A spirit of the Forest powered by the surrounding trees and wildlife.

Dunames Dark Witch



Type: Fairy
Attribute: Light
Level: 4
ATK: 1,800
DEF: 1,050
Password: 12493482

Description: Even when the odds are against this brave fairy, this Monster engages in battle and never runs away.

Dungeon Worm



Type: Insect
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,500
Password: 51228280

Description: Hidden under the floors of a labyrinth, it swallows any who pass above.

Dust Tornado



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 60082869

Description: Destroy one Magic or Trap Card on your opponent's side of the Field. You can then Set one Magic or Trap Card from your hand. This card can only be activated if it is a Quick-Play Magic Card.

Earthbound Spirit



Type: Fiend
Attribute: Earth
Level: 4
ATK: 500
DEF: 2,000
Password: 67105242

Description: A vengeful creature formed by the spirits of fallen warriors, it drags any who dare approaches it into the deepest bowels of the earth.

Earthshaker



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 60866277

Description: Select two Monster Card attributes. Your opponent then selects one of the two attributes and destroys all face-up Monsters with that attribute on the Field.

Eatgaboon



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 42578427

Description: If the ATK of a Monster summoned by your opponent (excluding Special Summon) is 500 points or less, the Monster is destroyed.

Ekibyo Drakmord



Type: Magic/Equip
Attribute: Magic
Level: 3
ATK: —
DEF: —
Password: 69954399

Description: A Monster equipped with this card cannot attack. The Monster is destroyed and this card is returned to the hand of its owner at the end of the second turn of the player controlling the Monster.

Eldeen



Type: Spellcaster
Attribute: Light
Level: 3
ATK: 950
DEF: 1,000
Password: 06367785

Description: The cane of this Monster is the source of many powerful spells.

Electric Lizard



Type: Thunder/Effect
Attribute: Earth
Level: 3
ATK: 850
DEF: 800
Password: 55875323

Description: A non-Zombie-Type Monster attacking Electric Lizard cannot attack on its next turn.

Electric Snake



Type: Thunder/Effect
Attribute: Light
Level: 3
ATK: 800
DEF: 900
Password: 11324436

Description: When this card is sent directly from your hand to the Graveyard by your opponent's Card Effect, you can draw two cards from your Deck.

Electro-Whip



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 37820550

Description: A Thunder-Type Monster equipped with this card increases its ATK and DEF by 300 points.





Elegant Egotist



Type: Magic
Attribute: Magic
Level: 3
ATK: 1,800
DEF: 1,500
Password: 90219263

Description: When you have One or more Harpie Lady cards on the Field, you can Special Summon one Harpie Lady Sisters card from your hand or your Deck.

Elf's Light



Type: Magic/Equip
Attribute: Magic
Level: 1
ATK: 1,000
DEF: 1,000
Password: 39897277

Description: A Light Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Embryonic Beast



Type: Fiend
Attribute: Dark
Level: 2
ATK: 500
DEF: 750
Password: 64154377

Description: An imperfect Monster with a belly vortex that sucks in opponents of any size.

Emperor of the Land and Sea



Type: Reptile
Attribute: Water
Level: 5
ATK: 1,800
DEF: 1,500
Password: 11250655

Description: A reptilian Monster that sprays fire in every direction.

Empress Judge



Type: Warrior/Fusion
Attribute: Earth
Level: 6
ATK: 2,100
DEF: 1,700
Password: 15237615

Description: Queen's Double + Hibikime.

Empress Mantis



Type: Insect
Attribute: Wind
Level: 6
ATK: 2,200
DEF: 1,400
Password: 58818411

Description: Queen of an army of giant mantises whose command moves legions.

Enchanted Javelin



Type: Trap
Attribute: Trap
Level: 3
ATK: 1,800
DEF: 1,500
Password: 96355986

Description: When your opponent's Monster attacks, increase your Life Points by the attacking Monster's ATK points.

Enchanting Mermaid



Type: Fish
Attribute: Water
Level: 3
ATK: 1,200
DEF: 900
Password: 75376965

Description: A beautiful mermaid that lures voyagers to a watery grave.

Eradicating Aerosol



Type: Magic
Attribute: Magic
Level: 3
ATK: 1,800
DEF: 1,500
Password: 94716515

Description: Destroys all Insect-Type Monsters on the Field.

Eternal Draught



Type: Magic
Attribute: Magic
Level: 3
ATK: 1,800
DEF: 1,500
Password: 56606928

Description: Destroys all Fish-Type Monsters on the Field.

Eternal Rest



Type: Magic
Attribute: Magic
Level: 3
ATK: 1,800
DEF: 1,500
Password: 95051344

Description: Destroys all Monsters equipped with Equip Cards.

Exchange



Type: Magic
Attribute: Magic
Level: 3
ATK: 1,800
DEF: 1,500
Password: 05556668

Description: Both players show their hands to each other. You both select one card from each other's hand and add it to your own. When sent to the Graveyard, the cards are placed in the Graveyard of the original owner.



Exile of the Wicked



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 26725158

Description: Destroys all face-up Fiend-Type Monsters on the Field.

Exodia the Forbidden One



Type: Spellcaster/Effect
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 1,000
Password: 33396948

Description: An automatic victory can be declared by the player whose hand contains this card together with the Left Leg/Right Leg/Left Arm/Right Arm of the Forbidden One.

Eyegarmor



Type: Warrior
Attribute: Earth
Level: 2
ATK: 600
DEF: 500
Password: 64511793

Description: This warrior transforms into various creatures to confuse enemies in battle.

Fairy Box



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 21598948

Description: When an enemy Monster attacks, toss a coin and call heads or tails. If you call it right, the attacking Monster's ATK is reduced to 0. At each of your Standby Phases, pay 500 Life Points to keep this card in play. If you cannot do so, the card is destroyed.

Fairy Dragon



Type: Dragon
Attribute: Wind
Level: 4
ATK: 1,100
DEF: 1,200
Password: 20315854

Description: A beautiful and powerful Dragon fairy.

Fairy Guardian



Type: Fairy/Effect
Attribute: Wind
Level: 5
ATK: 1,000
DEF: 1,000
Password: 22419772

Description: If this card is face-up, offer it a Tribute to move one Magic Card destroyed by your opponent in this turn to the bottom of your Deck.

Fairy Meteor Crush



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 97687912

Description: When your Monster equipped with this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position Monster, inflict the difference as damage to your opponent's Life Points.

Fairy of the Fountain



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,600
DEF: 1,100
Password: 81563416

Description: This fairy protects a fountain from any who seek to muddy its waters.

Fairy's Gift



Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,400
DEF: 1,000
Password: 6401546

Description: This flying Monster is known for delivering happiness to all.

Fairywitch



Type: Spellcaster
Attribute: Dark
Level: 3
ATK: 800
DEF: 1,000
Password: 37160778

Description: Though destined to be a fairy, this creature chose the way of the witch.

Faith Bird



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,500
DEF: 1,100
Password: 75382395

Description: This long-tailed bird blinds its enemies with mythical light.

Feral Imp



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,400
Password: 41392891

Description: A playful little Fiend that lurks in the dark, waiting to attack an unwary enemy.





Fiend Kraken



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,200
DEF: 1,400
Password: 77456781

Description: A giant squid that drags its enemies to a watery grave.

Fiend Reflection #1



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,300
DEF: 1,400
Password: 68870276

Description: This Monster can draw its enemies into mirror world that renders them helpless.

Fiend Reflection #2



Type: Winged Beast
Attribute: Light
Level: 4
ATK: 1,100
DEF: 1,400
Password: 02863439

Description: A bird-beast that summons reinforcements with a hand mirror.

Fiend's Hand



Type: Zombie
Attribute: Dark
Level: 2
ATK: 600
DEF: 600
Password: 52809428

Description: Arms that reach out from the Swamp of Chaos to drag down the unwary.

Fiend's Mirror



Type: Fiend/Ritual
Attribute: Dark
Level: 6
ATK: 2,100
DEF: 1,800
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Beastly Mirror Ritual. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

Fiend Sword



Type: Warrior
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 800
Password: 22855882

Description: Whoever resists the curse of this blade gains untold power.

Final Destiny



Type: Magic
Attribute: Magic
Level: 2
ATK: —
DEF: —
Password: 18591904

Description: Discard five cards from your hand to destroy all the cards on the Field.

Final Flame



Type: Magic
Attribute: Magic
Level: 4
ATK: —
DEF: —
Password: 73134081

Description: Decreases your opponent's Life Points by 600 points.

Fire Eye



Type: Pyro
Attribute: Fire
Level: 1
ATK: 600
DEF: 600
Password: 88435542

Description: An eye engulfed in flames that flaps its wings to create hot blasts of air.

Firegrass



Type: Plant
Attribute: Earth
Level: 2
ATK: 700
DEF: 600
Password: 53293545

Description: A fire-breathing plant found growing near volcanoes.

Fire Kraken



Type: Aqua
Attribute: Fire
Level: 4
ATK: 1,600
DEF: 1,300
Password: 46534755

Description: A squid that thrives on fire and heat.

Fire Princess



Type: Pyro/Effect
Attribute: Fire
Level: 4
ATK: 1,300
DEF: 1,300
Password: 64752646

Description: You can inflict 500 points of Direct Damage to your opponent's Life Points each time you recover your own Life Points.



Fire Reaper



Type: Zombie
Attribute: Dark
Level: 1
ATK: 700
DEF: 500
Password: 53581214

Description: A reaper with a flaming arrow that burns an enemy to a crisp.

Fire Sorcerer



Type: Spellcaster/Effect
Attribute: Fire
Level: 4
ATK: 1,000
DEF: 1,500
Password: 27132350

Description: Flip Effect: Randomly select two cards from your hand and remove them from play. Decrease your opponent's Life Points by 800 points.

Firewing Pegasus



Type: Beast
Attribute: Fire
Level: 6
ATK: 2,250
DEF: 1,800
Password: N/A

Description: A heavenly stallion soaring through the skies on crimson wings.

Firegarou



Type: Pyro
Attribute: Fire
Level: 6
ATK: 1,300
DEF: 1,000
Password: 71407486

Description: A malevolent creature wrapped in flames that attacks enemies with intense fire.

Fissure



Type: Magic
Attribute: Magic
Level: 4
ATK: 1,000
DEF: 1,000
Password: 66788016

Description: Destroys one of your opponent's face-up Monster with the lowest ATK.

Flame Cerebrus



Type: Pyro
Attribute: Fire
Level: 6
ATK: 2,100
DEF: 1,800
Password: 60862676

Description: Known to many as the Burning Executioner, this Monster is capable of burning enemies to cinders.

Flame Champion



Type: Pyro
Attribute: Fire
Level: 5
ATK: 1,900
DEF: 1,300
Password: 42599677

Description: A warrior protected by a flaming shield that nullifies any attack.

Flame Dancer



Type: Pyro
Attribute: Fire
Level: 3
ATK: 580
DEF: 450
Password: 12883044

Description: This Monster moves while swinging its burning rope.

Flame Ghost



Type: Zombie/Fusion
Attribute: Dark
Level: 1
ATK: 1,000
DEF: 800
Password: 58528964

Description: Skull Servant + Dissolverock.

Flame Manipulator



Type: Spellcaster
Attribute: Fire
Level: 3
ATK: 900
DEF: 1,000
Password: 34430851

Description: This Spellcaster attacks enemies with fire-related spells such as Sea of Flames and Wall of Fire.

Flame Swordsman



Type: Warrior/Fusion
Attribute: Fire
Level: 5
ATK: 1,800
DEF: 1,600
Password: 40502030

Description: Flame Manipulator + Masaki the Legendary Swordsman.

Flame Viper



Type: Pyro
Attribute: Earth
Level: 3
ATK: 900
DEF: 450
Password: 02830619

Description: A fire-breathing snake whose speed makes it a difficult target.



Flash Assailant



Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 2,000
DEF: 2,000
Password: 96890582

Description: Decrease the ATK and DEF of this card by 400 points for every card in your hand.

Flower Wolf



Type: Beast/Fusion
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,400
Password: 95952802

Description: Silver Fang + Darkworld Thorns.

Flying Fish



Type: Fish
Attribute: Wind
Level: 3
ATK: 600
DEF: 500
Password: 31987274

Description: Three wishes are granted to those fortunate enough to see this Monster in flight.

Flying Kamakiri #1



Type: Insect/Effect
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 900
Password: 84834865

Description: When this card is sent to the Graveyard as a result of battle, you may select 1 Wind-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters of Level 5 or more).

Flying Kamakiri #2



Type: Insect
Attribute: Wind
Level: 4
ATK: 1,500
DEF: 800
Password: 03134241

Description: A flying mantis that feeds primarily on insects.

Flying Penguin



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,200
DEF: 1,000
Password: 05628232

Description: A very rare penguin that takes to the air with ears shaped like wings.

Follow Wind



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 98252586

Description: A Winged Beast-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Forced Requisition



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 74923978

Description: You can activate this card when you discard from your hand. Every time you discard from your hand, your opponent must also discard the same number of cards from his or her hand.

Forest



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 87430998

Description: Increases the ATK and DEF of all insect, Beast, Plant, and Beast-Warrior-Type Monsters by 200 points.

Fortress Whale



Type: Fish/Ritual
Attribute: Water
Level: 7
ATK: 2,350
DEF: 2,150
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Fortress Whale's Oath. You must also offer Monsters whose total Star Levels equal 7 or more as a Tribute from the Field or your hand.

Fortress Whale's Oath



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to Ritual Summon Fortress Whale. You must also offer Monsters whose total Star Levels equal 7 or more as a Tribute from the Field or your hand.

Frenzied Panda



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 98818516

Description: A savage beast that carries a big bamboo stick for beating down its enemies.



Frog the Jam



Type: Aqua
Attribute: Water
Level: 2
ATK: 700
DEF: 500
Password: 68638985

Description: A slime with the head of a frog, it attacks by croaking terribly.

Fungi of the Musk



Type: Fiend
Attribute: Dark
Level: 1
ATK: 400
DEF: 300
Password: 53810602

Description: Melts away anything that dares to stand before it.

Fusion Gate



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 33550694

Description: As long as this card remains on the Field, a Fusion Monster can be summoned without using Polymerization. The Fusion-Material Monsters used in the Fusion are not placed in the Graveyard, but are removed from play.

Fusionist



Type: Beast/Fusion
Attribute: Earth
Level: 3
ATK: 900
DEF: 700
Password: 01641882

Description: Petit Angel + Mystical Sheep #2.

Fusion Sage



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 26902560

Description: Take one Polymerization from your Deck and add it to your hand. The Deck is then shuffled.

Gadget Soldier



Type: Machine
Attribute: Fire
Level: 6
ATK: 1,800
DEF: 2,000
Password: 86281779

Description: A rust-free machine warrior born to battle.

Gaia Power



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 56594520

Description: Increases the ATK of all Earth Monsters by 500 points and decreases their DEF by 400 points.

Gaia the Dragon Champion



Type: Dragon/Fusion
Attribute: Wind
Level: 7
ATK: 2,600
DEF: 2,100
Password: 66889159

Description: Gaia the Fierce Knight + Curse of Dragon.

Gaia The Fierce Knight



Type: Warrior
Attribute: Earth
Level: 7
ATK: 2,100
DEF: 2,100
Password: 00603060

Description: A knight whose horse travels faster than the wind. His battle-charge is a force to be reckoned with.

Gale Dogra



Type: Insect/Effect
Attribute: Earth
Level: 2
ATK: 650
DEF: 600
Password: 16229315

Description: For the price of 3,000 Life Points, you can discard one Monster from your Fusion Deck to your Graveyard.

Gamble



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 17313786

Description: You can activate this card when your opponent's hand has six or more cards and your hand contains two or fewer. Toss a coin and call it. If you call it right, draw until you hand has five cards. If you call it wrong, skip your turn.

Gamma The Magnet Warrior



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,800
Password: 11549357

Description: Alpha, Beta, and Gamma meld as one to form a powerful Monster.



Ganigumo



Type: Insect
Attribute: Earth
Level: 2
ATK: 600
DEF: 800
Password: 34536276

Description: A crab that binds its enemies with a sticky web and attacks them with its sharp claws.

Garma Sword



Type: Warrior/Ritual
Attribute: Dark
Level: 7
ATK: 2,350
DEF: 2,150
Password: 90844184

Description: This Monster is summoned with the Ritual Magic Card, Garma Sword Oath. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.

Garma Sword Oath



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 78577570

Description: This card is used to summon Garma Sword. You must also offer Monsters whose Star Levels equal 7 or more as a Tribute from the Field or your hand.

Garneclia Elefantis



Type: Beast-Warrior
Attribute: Earth
Level: 7
ATK: 2,400
DEF: 2,000
Password: 49888191

Description: A Monster so heavy that each step rocks the earth.

Garoozis



Type: Beast-Warrior
Attribute: Fire
Level: 5
ATK: 1,800
DEF: 1,500
Password: 14977074

Description: An axe-swinging Beast-Warrior with the head of a dragon.

Garuda the Wind Spirit



Type: Winged Beast/Effect
Attribute: Wind
Level: 4
ATK: 1,600
DEF: 1,200
Password: 12800777

Description: Special Summon this card by removing one Wind-Type Monster from your Graveyard. You may change the Attack or Defense Position of one of your opponent's face-up Monster Cards at the end of your opponent's turn.

Garvas



Type: Beast
Attribute: Earth
Level: 6
ATK: 2,000
DEF: 1,700
Password: 69780745

Description: A wicked beast that resembles a winged lion.

Gate Deeg



Type: Beast
Attribute: Dark
Level: 8
ATK: 7800
DEF: 800
Password: 49258578

Description: This weird Monster has a portal in its belly that brings reinforcements from the farthest reaches of the Netherworld.

Gate Guardian



Type: Warrior/Effect
Attribute: Dark
Level: 11
ATK: 3,750
DEF: 3,400
Password: 25833572

Description: This card can only be Special Summoned by offering Sanga of the Thunder, Kazetjin, and Sujin on your side of the Field as a Tribute.

Gatekeeper



Type: Machine
Attribute: Dark
Level: 5
ATK: 1,500
DEF: 1,800
Password: 19737320

Description: An indestructible machine created for the sole purpose of protecting entrances.

Gazelle the King of Mythical Beasts



Type: Beast
Attribute: Earth
Level: 8
ATK: 1,500
DEF: 1,200
Password: 05818798

Description: This Monster moves so fast that it looks like an illusion to mortal eyes.

Gearfried the Iron Knight



Type: Warrior/Effect
Attribute: Earth
Level: 6
ATK: 1,800
DEF: 1,600
Password: 00423705

Description: Any Equip Card this card is equipped with is automatically destroyed.



Gemini Elf



Type: Spellcaster
Attribute: Earth
Level: 4
ATK: 1,900
DEF: 900
Password: 69140098

Description: Elf twins that alternate their attacks.

Genin



Type: Spellcaster
Attribute: Light
Level: 3
ATK: 600
DEF: 900
Password: 49370026

Description: A creature that defeats its enemies using sleight-of-hand.

Germ Infection



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 24668830

Description: The ATK of a non-Machine-Type Monster equipped with this card is decreased by 300 points at each of its Standby Phases.

Ghoul with an Appetite



Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,600
DEF: 1,200
Password: 95265975

Description: A Monster with a very big appetite that has never been satisfied.

Giant Flea



Type: Insect
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 41762634

Description: A massive flea that feeds on the blood of its enemies.

Giant Germ



Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 1,000
DEF: 100
Password: 95178994

Description: When this card is sent to the Graveyard as a result of battle, inflict 500 points of Direct Damage to your opponent's Life Points. You can also take cards of the same name from your Deck and Special Summon them to the Field in face-up Attack Position. The Deck is then shuffled.

Giant Mech-Soldier



Type: Machine
Attribute: Earth
Level: 6
ATK: 1,750
DEF: 1,900
Password: 72299832

Description: This Monster swings an earth-shaking axe that cannot be blocked by a common sword.

Giant Rat



Type: Beast/Effect
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,450
Password: 97017120

Description: When this card is sent to the Graveyard as a result of battle, you may select one Earth-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters of Level 5 or higher).

Giant Red Seasnake



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,800
DEF: 800
Password: 58831685

Description: A sea-dwelling snake that attacks passing enemies with its sharp teeth.

Giant Scorpion of the Tundra



Type: Insect
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 1,000
Password: 41403766

Description: An extraordinary blue scorpion found in the tundra, not in the desert.

Giant Soldier of Stone



Type: Rock
Attribute: Earth
Level: 3
ATK: 1,300
DEF: 2,000
Password: 13039848

Description: A giant warrior made of stone. A punch from this creature has earth-shaking results.

Giant Trunade



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 42703248

Description: Return all Magic and Trap Cards on the Field to the respective owner's hands.



Giant Turtle Who Feeds on Flames



Type: Aqua
Attribute: Water
Level: 5
ATK: 1,400
DEF: 1,800
Password: 96981363

Description: A crimson-shelled tortoise that feeds on flames.

Gift of The Mystical Elf



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 98299011

Description: Increase your Life Points by 300 points for each Monster on the Field, regardless of position.

Giganto



Type: Machine
Attribute: Dark
Level: 5
ATK: 1,700
DEF: 1,800
Password: 33621868

Description: A massive Monster that swings a huge steel ball to destroy anything in its path.

Giga-tech Wolf



Type: Machine
Attribute: Fire
Level: 4
ATK: 1,200
DEF: 1,400
Password: 08471389

Description: An iron wolf with razor-sharp fangs that can penetrate any armor.

Gilasaurus



Type: Dinosaur/Effect
Attribute: Earth
Level: —
ATK: 1,400
DEF: 400
Password: 45894482

Description: You may treat the Normal Summon of this Monster as a Special Summon. If you select Special Summon, your opponent may select a Monster Card from his or her Graveyard and Special Summon the Monster to the Field.

Giltia the D. Knight



Type: Warrior/Fusion
Attribute: Light
Level: 5
ATK: 1,850
DEF: 1,500
Password: 51858629

Description: Guardian of the Labyrinth + Protector of the Throne.

Girochin Kuwagata



Type: Insect
Attribute: Wind
Level: 4
ATK: 1,700
DEF: 1,000
Password: 84620194

Description: Despite its small size, this Monster has powerful jaws that can rip metal to shreds.

Goblin Attack Force



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 0
Password: 78658564

Description: When this card attacks, it is changed to defensive position at the end of the Battle Phase. This position cannot be changed during your next turn.

Goblin Fan



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 04149689

Description: As long as this card remains face-up on the Field, all Flip Summoned Monsters of Level 2 or lower are immediately destroyed without their effects being activated.

Goblin's Secret Remedy



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 11868825

Description: Increases your Life Points by 600 points.

Goddess of Whim



Type: Fairy/Effect
Attribute: Light
Level: —
ATK: 950
DEF: 700
Password: 67959180

Description: Toss a coin and call heads or tails. Call it right and this card's ATK will be doubled during this turn. Call it wrong and the ATK will be halved during this turn.

Goddess with the Third Eye



Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,200
DEF: 1,000
Password: 53493204

Description: You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monsters on the current Fusion.



Gokibore



Type: Insect
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,400
Password: 15367030

Description: A large, spherical roach that attacks its enemies by rolling over them.

Golgoil



Type: Machine
Attribute: Earth
Level: 4
ATK: 900
DEF: 1,600
Password: 07526150

Description: An iron giant that appears from a dimensional rift.

Gorgon Egg



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,300
Password: 11793047

Description: The Gorgon Egg's massive eyes are said to reflect the fate of its enemies.

Graceful Charity



Type: Magic
Attribute: Magic
Level: 4
ATK: 1,200
DEF: 1,400
Password: 79571449

Description: Draw three cards from your Deck, then discard any two cards from your hand.

Graceful Dice



Type: Magic/Quick-Play
Attribute: Magic
Level: 4
ATK: 1,200
DEF: 1,400
Password: 74137509

Description: Roll a die. The result is multiplied by 100 points and added to the ATK and DEF of all the Monsters you control until the end of the turn.

Gradius



Type: Machine
Attribute: Light
Level: 4
ATK: 1,200
DEF: 800
Password: 10992251

Description: A high-performance jet fighter with power capsules for variable attack capabilities.

Grand Tiki Elder



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 800
Password: 13676474

Description: A masked Monster that wields the most deadly of curses.

Grappler



Type: Reptile
Attribute: Water
Level: 4
ATK: 1,300
DEF: 1,200
Password: 02906250

Description: A devious snake with a thick body that wraps around an enemy Monster and squeezes the life out of it.

Gravedigger Ghoul



Type: Magic
Attribute: Magic
Level: 4
ATK: 1,200
DEF: 1,400
Password: 82542267

Description: Select two Monster Cards from your opponent's Graveyard. These Monster Cards are eliminated from play for the remainder of the Duel.

Gravekeeper's Servant



Type: Magic/Permanent
Attribute: Magic
Level: 4
ATK: 1,200
DEF: 1,400
Password: 16762927

Description: Each time your opponent attacks with a Monster, the opponent must send one card from the top of his or her Deck to the Graveyard.

Graverobber



Type: Trap
Attribute: Trap
Level: 4
ATK: 1,200
DEF: 1,400
Password: 61705417

Description: You can take one Magic Card from your opponent's Graveyard. If it is your turn and you activate it, you take 2,000 points of Direct Damage. If it is your opponent's turn, you cannot activate it.

Graverobber's Retribution



Type: Trap/Continuous
Attribute: Trap
Level: 4
ATK: 1,200
DEF: 1,400
Password: 33737664

Description: During each of your Standby Phases, your opponent's loses 100 Life Points for each Monster Card that has been removed from play.





Graveyard and the Hand of Invitation



Type: Zombie
Attribute: Dark
Level: 8
ATK: 700
DEF: 900
Password: 27094595

Description: A Graveyard that serves as a power source for zombies.

Gravity Bind



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 85742772

Description: All Monsters of Level 4 or higher cannot attack. Their positions may still be changed.

Great Bill



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,250
DEF: 1,300
Password: 55691901

Description: This beast has a mouth that will swallow anything.

Great Mammoth of Goldfine



Type: Zombie/Fusion
Attribute: Dark
Level: 8
ATK: 2,200
DEF: 1,800
Password: 54622031

Description: The Snake Hair + Dragon Zombie.

Great Moth



Type: Insect/Effect
Attribute: Earth
Level: 8
ATK: 2,600
DEF: 2,500
Password: 14141448

Description: This Monster can only be Special Summoned by offering Petit Moth as a Tribute on your fourth turn after Petit Moth has been equipped with Cocoon of Evolution.

Great White



Type: Fish
Attribute: Water
Level: 4
ATK: 1,600
DEF: 800
Password: 13429800

Description: A giant white shark with razor-sharp teeth.

Greenkappa



Type: Warrior/Effect
Attribute: Dark
Level: 3
ATK: 650
DEF: 900
Password: 61831093

Description: Flip Effect: Select two face-down Magic or Trap Cards on the Field and destroy them.

Green Phantom King



Type: Plant
Attribute: Earth
Level: 8
ATK: 2,600
DEF: 2,600
Password: 22910685

Description: The youthful king of the Forests lives in a green world, abundant with trees and wildlife.

Griffore



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,500
Password: 53829412

Description: This Monster's tough hide deflects almost any attack.

Griggle



Type: Plant/Effect
Attribute: Earth
Level: 1
ATK: 350
DEF: 300
Password: 95744531

Description: When this card is face-up on the Field and control shifts to your opponent, you gain 3,000 Life Points. This effect can only be used once as long as this card remains face-up on the Field.

Ground Attacker Bugroth



Type: Machine
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,000
Password: 58314394

Description: A surface battle robot that was once used for sea warfare.

Ground Collapse



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 90502999

Description: Select two Monster Card Zones on the Field (you cannot select a zone occupied by a Monster Card). The selected zones cannot be used as long as this card remains face-up on the Field.



Gruesome Goo



Type: Aqua
Attribute: Water
Level: 3
ATK: 1,300
DEF: 700
Password: 65623423

Description: A slime boss that is definitely tougher than it looks.

Gryphon Wing



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 35608151

Description: When your opponent activates Harpie's Feather Duster, all your opponent's Magic and Trap Cards are destroyed in place of your own.

Guardian of the Labyrinth



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,200
Password: 89272878

Description: A Monster that guards the entrance to the Netherworld.

Guardian of the Sea



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,300
DEF: 1,000
Password: 85448931

Description: A merman warrior that relentlessly attacks those who pollute the seas with their presence.

Guardian of the Throne Room



Type: Machine
Attribute: Light
Level: 4
ATK: 1,650
DEF: 1,600
Password: 47879985

Description: A robot guard built to protect throne rooms, it is armed with homing missiles.

Gust



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 73079365

Description: You can activate this card when one or more of your Magic Cards are destroyed and sent from the Field to the Graveyard by a Card Effect your opponent controls. Destroy one Magic or Trap Card on the Field.

Gust Fan



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 55321970

Description: A Wind Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Gyakutenno Megami



Type: Fairy
Attribute: Light
Level: 6
ATK: 1,800
DEF: 2,000
Password: 31122090

Description: This fairy uses her mystical power to protect the weak and provide spiritual support.

Hamburger Recipe



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Hungry Burger. You must also offer Monsters whose Star Levels equal 6 or more as a Tribute from the Field or your hand.

Hane-Hane



Type: Beast/Effect
Attribute: Earth
Level: 2
ATK: 450
DEF: 500
Password: 07089711

Description: Flip Effect: Select one Monster Card on the Field (regardless of position) and return it to its owner's hand.

Haniwa



Type: Rock
Attribute: Earth
Level: 3
ATK: 500
DEF: 500
Password: 84285623

Description: An earthen figure that protects the tomb of an ancient ruler.

Happy Lover



Type: Fairy
Attribute: Light
Level: 3
ATK: 800
DEF: 500
Password: 99030164

Description: A little fairy that fires beams of happiness from the heart-shaped jewel on its forehead.

Hard Armor



Type: Warrior
Attribute: Earth
Level: 3
ATK: 300
DEF: 1,200
Password: 20060230

Description: A living suit of armor that attacks enemies with a bone-jarring tackle.

Harpie Lady



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,300
DEF: 1,400
Password: 76812113

Description: This human-shaped animal with wings is beautiful to watch but deadly in battle.

Harpie Lady Sisters



Type: Winged Beast/Effect
Attribute: Wind
Level: 6
ATK: 1,950
DEF: 2,100
Password: 12206212

Description: This Monster can only be Special Summoned with the Magic Card Elegant Egotist.

Harpie's Brother



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,800
DEF: 600
Password: 30532390

Description: With eyes like a hawk and a flying speed exceeding Mach 5, this Monster is a master of the sky.

Harpie's Feather Duster



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 18144506

Description: Destroys all your opponent's Magic and Trap Cards on the Field.

Harpie's Pet Dragon



Type: Dragon/Effect
Attribute: Wind
Level: 7
ATK: 2,000
DEF: 2,500
Password: 52040216

Description: Increases the ATK and DEF of this card by 300 points for each face-up Harpie Lady on the Field.

Hayabusa Knight



Type: Warrior/Effect
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 700
Password: 21015833

Description: This Monster can attack twice during the same Battle Phase.

Headless Knight



Type: Fiend
Attribute: Earth
Level: 4
ATK: 1,800
DEF: 1,700
Password: 05434080

Description: A haunted spirit of a falsely accused knight who wanders in search of truth and justice.

Heavy Storm



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 19613556

Description: Destroys all Magic and Trap Cards on the Field.

Hercules Beetle



Type: Insect
Attribute: Earth
Level: 5
ATK: 1,500
DEF: 2,000
Password: 52584282

Description: A massive beetle with a tough carapace and a dangerous horn.

Hero of the East



Type: Warrior
Attribute: Earth
Level: 5
ATK: 1,100
DEF: 1,000
Password: 89987208

Description: A sword-swinging samurai from the Far East.

Hibikime



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,450
DEF: 1,000
Password: 64501875

Description: Confuses enemy Monsters with a noise that is harsh to the ears.



High Tide Gyojin



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,650
DEF: 1,300
Password: 54579801

Description: A very agile half-fish warrior known for its relentless attacks.

Hinotama



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 46130346

Description: Decreases your opponent's Life Points by 500 points.

Hinotama Soul



Type: Pyro
Attribute: Fire
Level: 4
ATK: 1,650
DEF: 500
Password: 96851799

Description: An intensely hot flame creature that rams anything standing in its way.

Hiro's Shadow Scout



Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 650
DEF: 500
Password: 81863068

Description: Flip Effect: Your opponent draws three cards. Both players check the cards; any Magic Cards among them must be immediately discarded to the Graveyard.

Hitodenchak



Type: Aqua
Attribute: Water
Level: 4
ATK: 880
DEF: 700
Password: 46718686

Description: A rabid starfish that spits a lethal acid that can melt almost anything.

Hitotsu-Me Giant



Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 76184692

Description: A one-eyed behemoth with thick, powerful arms made for delivering punishing blows.

Holograh



Type: Machine
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 700
Password: 10859908

Description: This machine generates illusions that leave an enemy wide open to attacks.

Horn Imp



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,000
Password: 69669405

Description: A small Fiend that dwells in the dark, its single horn makes it a formidable opponent.

Horn of Heaven



Type: Trap/Counter
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 98069388

Description: Offer one of your own Monsters on the Field as a Tribute to negate the summon (including Special Summon) of a Monster and destroy it.

Horn of Light



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 38552107

Description: A Monster equipped with this card increases its DEF by 800 points. When this card is sent from the Field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.

Horn of the Unicorn



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 64047146

Description: A Monster equipped with this card increases its ATK and DEF by 700 points. When this card is sent from the Field to the Graveyard, it returns to the top of your Deck.

Hoshinigen



Type: Fairy/Effect
Attribute: Light
Level: 2
ATK: 500
DEF: 700
Password: 67629977

Description: As long as this card remains face-up on the Field, increase the ATK of all LIGHT Monsters by 500 points and decrease the ATK of all DARK Monsters by 400 points.



Hourglass of Courage



Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,100
DEF: 1,200
Password: 43530283

Description: For three turns (including your opponent's) after the summon of this card (including Flip Summon) the ATK and DEF of this Monster is halved. After that, both ATK and DEF are doubled for the remainder of the Duel.

Hourglass of Life



Type: Fairy
Attribute: Light
Level: 7
ATK: 700
DEF: 600
Password: 08783685

Description: This creature grants power instead of shortening life.

House of Adhesive Tape



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 15083728

Description: If the DEF of a Monster summoned by your opponent (excluding Special Summon) is 500 points or less, the Monster is destroyed.

Humanoid Slime



Type: Aqua
Attribute: Water
Level: 4
ATK: 800
DEF: 2,000
Password: 46821314

Description: This slime apparently has some human genes in its genetic makeup.

Humanoid Worm Drake



Type: Aqua/Fusion
Attribute: Water
Level: 7
ATK: 2,200
DEF: 2,000
Password: 05600127

Description: Worm Drake + Humanoid Slime.

Hungry Burger



Type: Warrior/Ritual
Attribute: Dark
Level: 6
ATK: 2,000
DEF: 1,850
Password: N/A

Description: This Monster can only be Ritual Summoned with the Ritual Magic Card Hamburger Recipe. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

Hunter Spider



Type: Insect
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,400
Password: 80141480

Description: This Monster feeds on whatever it catches in its web.

Hurricail



Type: Spellcaster
Attribute: Wind
Level: 12
ATK: 900
DEF: 200
Password: 15042735

Description: A tornado that ravages the wastelands with sharp winds that can cut to the bone.

Hyo



Type: Warrior
Attribute: Water
Level: 3
ATK: 800
DEF: 1,200
Password: 38982356

Description: None can survive the cold touch of this sub-zero warrior.

Hyosube



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,500
DEF: 900
Password: 02118022

Description: This amphibian is strong on the attack, but leaves much to be desired when defending.

Hyozanryu



Type: Dragon
Attribute: Light
Level: 7
ATK: 2,100
DEF: 2,800
Password: 62397231

Description: A Dragon created from a massive diamond that sparkles with blinding light.

Hysteric Fairy



Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,800
DEF: 500
Password: 21297224

Description: Offer two Monsters from your side of the Field as a Tribute to recover 1,000 Life Points.



Ice Water



Type: Aqua
Attribute: Water
Level: 8
ATK: 1,150
DEF: 900
Password: 20848593

Description: A very aggressive mermaid that attacks enemies with the spikes growing from its body.

Illusionist Faceless Mage



Type: Spellcaster
Attribute: Dark
Level: 5
ATK: 1,200
DEF: 2,200
Password: 28346905

Description: Manipulates enemy attacks with the power of illusion.

III Witch



Type: Spellcaster
Attribute: Light
Level: 5
ATK: 1,600
DEF: 1,500
Password: 81686058

Description: This Monster blasts enemies with unexpected bursts of wind.

Imperial Order



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 61740673

Description: As long as this card remains face-up on the Field, it negates the effects of all Magic Cards. Pay 700 Life Points during each of your Standby Phases. If you cannot, this card is destroyed.

Infinite Cards



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 94163677

Description: As long as this card remains face-up on the Field, there is no limit to the number of cards in either player's hand.

Infinite Dismissal



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 54109233

Description: All Monsters of Level 3 or lower that are summoned to the Field during this turn (excluding Special Summon) are destroyed at the End Phase of the turn.

Insect Armor with Laser Cannon



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 03492538

Description: An Insect-Type Monster equipped with this card increases its ATK by 700 points.

Insect Barrier



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 23615409

Description: Your opponent's Insect-Type Monsters cannot attack as long as this card remains face-up on the Field.

Insect Imitation



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 96965364

Description: Offer one Monster on your side of the Field as Tribute. Select one Insect-Type Monster from your Deck that is one level higher than the Tribute Monster and Special Summon it on the Field in face-up Attack Position or face-down Defense Position. The Deck is then shuffled.

Insect Queen



Type: Insect/Effect
Attribute: Wind
Level: 7
ATK: 2,200
DEF: 2,400
Password: 91512835

Description: This card cannot attack unless you offer one of your Monsters on the Field as a Tribute. The ATK of this card increases by 200 points for each Insect-Type Monster on the Field. When this card destroys an enemy Monster, you can place an Insect Monster Token (face-up Attack Position/Insect-Type/EARTH/1 Star/ATK 100/DEF 100) on the Field at the end of your turn.

Insect Soldiers of the Sky



Type: Insect/Effect
Attribute: Wind
Level: 3
ATK: 1,000
DEF: 800
Password: 07019529

Description: The ATK of this card increases by 1,000 points whenever it attacks a Wind-Type creature.

Inspection



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 16227556

Description: During your opponent's Standby Phase, you can randomly select one card in your opponent's hand and look at it for the price of 500 Life Points.



Invader from Another Dimension



Type: Fiend
Attribute: Dark
Level: 4
ATK: 900
DEF: 1,400
Password: 28450915

Description: An extraterrestrial Monster that came from a distant galaxy.

Invader of the Throne



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,350
DEF: 1,700
Password: 03056267

Description: Flip Effect: Select one opponent's Monster and switch control of it with this card. This effect cannot be activated during the Battle Phase.

Invigoration



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 98374133

Description: An Earth Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Invitation to a Dark Sleep



Type: Spellcaster/Effect
Attribute: Dark
Level: 5
ATK: 1,500
DEF: 1,800
Password: 52675689

Description: When this Monster is summoned (excluding Special Summon), select one of your opponent's Monsters. As long as this card remains face-up on the Field, the Monster selected cannot attack.

Island Turtle



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,100
DEF: 2,000
Password: 04042268

Description: A huge turtle that is often mistaken for an island.

Jam Breeding Machine



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 21770260

Description: At each of your Standby Phases, Special Summon one Slime Token (face-up Attack Position/Aqua-Type/Water/Level 1/ATK 500/Def 500) to your side of the Field. As long as this card remains on the Field, you cannot summon any other Monster (including Flip Summon and Special Summon).

Jam Defender



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 21558682

Description: When one of your opponent's Monsters attacks your own and you have Revival Jam face-up on the Field, you may designate Revival Jam as the new target of attack.

Jar of Greed



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 83968380

Description: Draw one card from your Deck.

Javelin Beetle



Type: Insect/Ritual
Attribute: Earth
Level: 8
ATK: 7,450
DEF: 2,550
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Javelin Beetle Pact. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as a Tribute.

Javelin Beetle Pact



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Javelin Beetle. You must also offer Monsters whose Star Levels equal 8 or more as a Tribute from the Field or your hand.

Jellyfish



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,200
DEF: 1,500
Password: 14851496

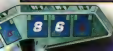
Description: An almost invisible, semi-transparent jellyfish that drifts in the sea.

Jigen Bakudan



Type: Pyro/Effect
Attribute: Fire
Level: 2
ATK: 200
DEF: 1,000
Password: 90020065

Description: Flip Effect: After this card is flipped, offer it as a Tribute during your Standby Phase to destroy all Monsters on your side of the Field and inflict Direct Damage equal to half of the total ATK of the destroyed cards (excluding this Monster) to your opponent's Life Points.



Jinzo



Type: Machine/Effect
Attribute: Dark
Level: 6
ATK: 2,400
DEF: 1,300
Password: 77385513

Description: As long as this card remains face-up on the Field, all Trap Cards cannot be activated. The effects of all face-up Trap Cards are also negated.

Jinzo #7



Type: Machine/Effect
Attribute: Dark
Level: 2
ATK: 500
DEF: 400
Password: 32809211

Description: This Monster may attack your opponent's Life Points directly.

Jirai Gumo



Type: Insect/Effect
Attribute: Earth
Level: 4
ATK: 2,200
DEF: 100
Password: 94773007

Description: When you attack with this card, toss a coin and call it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking.

Job-Change Mirror



Type: Field
Attribute: Dark
Level: 3
ATK: 800
DEF: 1,300
Password: 55337339

Description: A wicked mirror that blocks off the damaging effects of an attack.

Jowgen the Spiritualist



Type: Spellcaster/Effect
Attribute: Light
Level: 3
ATK: 200
DEF: 1,300
Password: 41855169

Description: If you randomly discard one card from your hand to the Graveyard, you can destroy all Special Summoned Monsters on the Field. No Monsters can be Special Summoned as long as this card remains on the Field.

Judge Man



Type: Warrior
Attribute: Earth
Level: 6
ATK: 2,200
DEF: 1,500
Password: 30113682

Description: This club-wielding warrior battles to the end and never surrenders.

Just Desserts



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 24068492

Description: Inflicts 500 points of Direct Damage to your opponent's Life Points for each Monster your opponent has on the Field.

Kagemusha of the Blue Flame



Type: Warrior
Attribute: Earth
Level: 2
ATK: 800
DEF: 400
Password: 15401633

Description: Serving as a double for the Ruler of the Blue Flame, He's a master swordsman who wields a fine blade.

Kageningen



Type: Warrior
Attribute: Dark
Level: 2
ATK: 800
DEF: 600
Password: 80600490

Description: Uses both its physical and shadow forms to attack, making it a difficult Monster to overcome.

Kairyu-Shin



Type: Sea Serpent
Attribute: Water
Level: 5
ATK: 1,800
DEF: 1,300
Password: 76634149

Description: A sea dragon known as the King of the Ocean, it attacks its enemies with huge tidal waves.

Kaiser Dragon



Type: Dragon/Fusion
Attribute: Light
Level: 7
ATK: 2,300
DEF: 2,000
Password: 94566432

Description: Winged Dragon, Guardian of the Fortress #1 + Fairy Dragon.

Kamakiriman



Type: Insect
Attribute: Earth
Level: 4
ATK: 1,150
DEF: 1,400
Password: 68928540

Description: A man-shaped mantis with two razor-sharp scythes.



Kaminari Attack



Type: Thunder/Fusion
Attribute: Wind
Level: 5
ATK: 1,900
DEF: 1,400
Password: 09653271

Description: Ocubcam + Mega Thunderball.

Kaminarikozou



Type: Thunder
Attribute: Wind
Level: 2
ATK: 700
DEF: 600
Password: 15510988

Description: This Monster stores electricity within its body, unleashing it with lethal effect.

Kamlonwizard



Type: Spellcaster/Fusion
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,100
Password: 41544074

Description: Mystical Elf + Curtain of the Dark Ones.

Kanan the Swordmistress



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,400
Password: 12829151

Description: A lady warrior armed with sword and shield, she floats like a butterfly and stings like a bee.

Kanikabuto



Type: Aqua
Attribute: Water
Level: 3
ATK: 650
DEF: 900
Password: 84103702

Description: A Monster crab with huge claws for clipping enemies to little pieces.

Kappa Avenger



Type: Aqua
Attribute: Water
Level: 3
ATK: 1,200
DEF: 900
Password: 48109103

Description: An amphibian that sold its soul for unlimited power to avenge its late friend.

Karate Man



Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 1,000
Password: 23289281

Description: Once per turn, the original ATK of this card can be doubled. When this effect is applied, the card is immediately destroyed at the end of the turn.

Karbonala Warrior



Type: Warrior/Fusion
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 54541900

Description: M-Warrior #1 + M-Warrior #2.

Kattapillar



Type: Insect
Attribute: Earth
Level: 1
ATK: 500
DEF: 300
Password: 81179446

Description: Attacks enemies by spitting thin, sticky webs.

Kazejin



Type: Spellcaster/Effect
Attribute: Wind
Level: 7
ATK: 2,800
DEF: 2,200
Password: N/A

Description: Reduce the ATK of an opponent's Monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Key Mace



Type: Fairy
Attribute: Light
Level: 1
ATK: 400
DEF: 300
Password: 01929294

Description: A small fairy with a cute appearance that melts the heart of its enemies.

Key Mace #2



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,800
DEF: 1,200
Password: 20541432

Description: The power of this Monster lies in its ability to suppress the good and bring out the bad in any Monster.



Killer Needle



Type: Insect
Attribute: Wind
Level: 4
ATK: 1,200
DEF: 1,000
Password: 88979991

Description: A huge bee with exceptional strength that's particularly dangerous in a swarm.

King Fog



Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 900
Password: 84686841

Description: A fiend that dwells in a blinding curtain of smoke.

King of Yamimakai



Type: Fiend
Attribute: Dark
Level: 5
ATK: 2,000
DEF: 1,530
Password: 69455834

Description: Wields the power of darkness to destroy its enemies.

Kiseltai



Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 500
DEF: 800
Password: 04266839

Description: When your opponent's Monster attacks this card in face-down Defense Position, the attacking Monster is equipped with this card (damage calculations are canceled). Treat this card as an Equip Magic Card. During each of your opponent's Standby Phases, increase your Life Points by half of the ATK of the Monster equipped with this card.

Kojikocy



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 01184620

Description: A man-hunter with powerful arms that can crush boulders.

Korogashi



Type: Insect
Attribute: Earth
Level: 2
ATK: 550
DEF: 400
Password: 32569498

Description: This Monster rolls a massive hunk of manure to crush its opponent.

Kotodama



Type: Fairy/Effect
Attribute: Earth
Level: 3
ATK: 0
DEF: 1,600
Password: 19406822

Description: As long as this card remains face-up on the Field, Monsters of the same name cannot exist on the Field at the same time (face-down cards not included). If the same card as this is summoned in a later turn, then that card is destroyed (if two of these cards are played at the same time, both cards are destroyed).

Koumori Dragon



Type: Dragon
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 1,200
Password: 67724379

Description: A vicious, fire-breathing dragon whose wicked flame corrupts the souls of its victims.

Krokodilus



Type: Reptile
Attribute: Water
Level: 4
ATK: 1,100
DEF: 1,200
Password: 76512652

Description: A vicious crocodile with great intelligence.

Kumootoko



Type: Insect
Attribute: Earth
Level: 3
ATK: 700
DEF: 1,400
Password: 56283725

Description: A massive, intelligent spider that traps enemies with webbing.

Kunai with Chain



Type: Trap/Equip
Attribute: Trap
Level: 3
ATK: —
DEF: —
Password: 37390589

Description: You can shift an opponent's Monster in Attack Position to Defense Position. In addition, you can increase the ATK of one of your own Monsters by 500 points.

Kurama



Type: Winged Beast
Attribute: Wind
Level: 3
ATK: 800
DEF: 800
Password: 85705804

Description: A vicious bird that attacks from the skies with its whip-like tail.





Kuriboh



Type: Fiend/Effect
Attribute: Dark
Level: 1
ATK: 100
DEF: 200
Password: 40640057

Description: Discard this card from your hand to the Graveyard to reduce to 0 the damage inflicted on your Life Points by one opponent's Monster. This effect must be activated during your opponent's Battle Phase.

Kuwagata A



Type: Insect
Attribute: Earth
Level: 4
ATK: 1,250
DEF: 1,000
Password: 60802233

Description: A very vicious stag beetle that goes for the head.

Kwagar Hercules



Type: Insect/Fusion
Attribute: Earth
Level: 8
ATK: 1,900
DEF: 1,700
Password: 9514493

Description: Kuwagata A + Hercules Beetle.

Kycoo the Ghost Destroyer



Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 1,800
DEF: 700
Password: 88240808

Description: Each time this card inflicts damage to your opponent's Life Points, you can remove from play two cards in your opponent's Graveyard. In addition, your opponent cannot remove any cards in a Graveyard from play as long as this card remains on the Field.

Labyrinth Tank



Type: Machine/Fusion
Attribute: Dark
Level: 7
ATK: 2,400
DEF: 2,400
Password: 99551425

Description: Giga-tech Wolf + Cannon Soldier.

Labyrinth Wall



Type: Rock
Attribute: Earth
Level: 8
ATK: 0
DEF: 3,000
Password: N/A

Description: These walls form a labyrinth with no exit for enemies.

Lady Assailant of Flames



Type: Pyro/Effect
Attribute: Fire
Level: 4
ATK: 1,500
DEF: 1,000
Password: 90147755

Description: Flip Effect: Remove three cards from your Deck from play. Decrease your opponent's Life Points by 800 points.

Lady of Faith



Type: Spellcaster
Attribute: Light
Level: 2
ATK: 1,100
DEF: 800
Password: 17358176

Description: Soothes the souls of others by chanting a mysterious spell.

Lady Panther



Type: Beast-Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,300
Password: 38480590

Description: If this card is face-up, offer it as a Tribute to return one of your Monsters destroyed in battle this turn to the top of your Deck.

La Jinn the Mystical Genie of the Lamp



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,800
DEF: 1,000
Password: 97590747

Description: A genie of the lamp that's at the beck and call of its master.

LaLa Li-onn



Type: Thunder
Attribute: Wind
Level: 2
ATK: 600
DEF: 600
Password: 09430387

Description: An electric cloud creature, its acid rain makes it very dangerous.

LaMoon



Type: Spellcaster
Attribute: Light
Level: 9
ATK: 1,200
DEF: 1,700
Password: 75850803

Description: A sorcerer that draws its powers from the lunar landscape.



Larvae Moth



Type: Insect/Effect
Attribute: Earth
Level: 1
ATK: 500
DEF: 400
Password: N/A

Description: This Monster can only be Special Summoned by offering Petit Moth as a Tribute on your second turn after Petit Moth has been equipped with Cocoon of Evolution.

Larvas



Type: Beast
Attribute: Earth
Level: 1
ATK: 800
DEF: 1,000
Password: 94675535

Description: A fast-moving, bird-like creature that strangles opposing Monsters with its long, thin arms.

Laser Cannon Armor



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 77007920

Description: An Insect-Type Monster equipped with this card increases its ATK by 300 points.

Last Day of Witch



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 90330453

Description: Destroys all face-up Spellcaster-Type Monsters on the Field.

Laughing Flower



Type: Plant
Attribute: Earth
Level: 1
ATK: 700
DEF: 500
Password: 42591472

Description: A flower whose laugh can confuse the minds of enemies.

Launcher Spider



Type: Machine
Attribute: Fire
Level: 2
ATK: 2,200
DEF: 2,500
Password: 80703020

Description: A mechanical spider with rocket launchers capable of random fire.

Lava Battleguard



Type: Warrior/Effect
Attribute: Earth
Level: 5
ATK: 1,550
DEF: 1,800
Password: 20394040

Description: Increase the ATK of this card by 500 points for each face-up Swamp Battleguard on your side of the Field.

Left Arm of the Forbidden One



Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 07902349

Description: A forbidden left arm sealed by magic. Whosoever breaks this seal will know infinite power.

Left Leg of the Forbidden One



Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 44519536

Description: A forbidden left leg sealed by magic. Whosoever breaks this seal will know infinite power.

Legendary Sword



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 61854111

Description: A Warrior-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Leghul



Type: Insect/Effect
Attribute: Earth
Level: 1
ATK: 800
DEF: 350
Password: 12472242

Description: This Monster may attack your opponent's Life Points directly.

Leogun



Type: Beast
Attribute: Earth
Level: 5
ATK: 1,750
DEF: 1,550
Password: 10538007

Description: Huge Monster with a lion's mane similar to the King of Beasts.



Leo Wizard



Type: Spellcaster
Attribute: Earth
Level: 5
ATK: 1,350
DEF: 1,200
Password: 04392470

Description: A wizard with a black mantle who is actually a talking lion in disguise.

Lesser Dragon



Type: Dragon
Attribute: Wind
Level: 4
ATK: 1,200
DEF: 1,800
Password: 55446629

Description: A minor dragon incapable of breathing fire.

Lightforce Sword



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 49587034

Description: Select one card at random from your opponent's hand. Keep it face-down and place it outside of the Field. During your opponent's fourth turn, the card is returned to his hand in the Standby Phase.

Lightning Blade



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 55226821

Description: This card can only be used to equip Warrior-Type Monsters. Increases the ATK of the equipped Monster by 800 points and decreases the ATK of all Water Monsters by 500 points.

Lightning Conger



Type: Thunder
Attribute: Water
Level: 7
ATK: 150
DEF: 750
Password: 27671321

Description: This massive eel generates huge charges of electricity and unleashes them as thunderbolts.

Light of Intervention



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 62867251

Description: Monster Cards cannot be played face-down. Monsters Set in Defense Position are played face-up on the Field and are considered summoned.

Limiter Removal



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 23171610

Description: Doubles the ATK of all Machine-Type Monsters on your side of the Field. At the end of this turn, all Machine-Type Monsters on your side of the Field are destroyed.

Liquid Beast



Type: Aqua
Attribute: Water
Level: 3
ATK: 950
DEF: 800
Password: 93108297

Description: A liquid life form that thrives on water.

Lisark



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,300
Password: 55210709

Description: A creature with sapphire eyes that mesmerizes and confuses enemies.

Little Chimera



Type: Beast/Effect
Attribute: Fire
Level: 7
ATK: 800
DEF: 550
Password: 68658728

Description: As long as this card remains face-up on the Field, increase the ATK of all Fire-Type Monsters by 500 points and decrease the ATK of all Water-Type Monsters by 400 points.

Little D



Type: Dinosaur
Attribute: Earth
Level: 8
ATK: 1,800
DEF: 700
Password: 42625254

Description: A tyrannosaurus offspring with a vicious disposition.

Living Vase



Type: Plant
Attribute: Earth
Level: 7
ATK: 900
DEF: 1,100
Password: 34320307

Description: A living vase that bites enemies and blinds them with a blast of pollen from its flower.



Lord of the Lamp



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,200
Password: 99510761

Description: A giant that appears from a mystic lamp and follows the orders of the lamp's owner.

Lord of Zemla



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,000
Password: 81618817

Description: A wicked entity that manipulates enemies towards a path of destruction.

Lucky Trinket



Type: Spellcaster
Attribute: Light
Level: 2
ATK: 600
DEF: 600
Password: 03985011

Description: This creature may look slim and weak, but it's protected by a mystical force.

Luminous Spark



Type: Magic/Fiend
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 81777047

Description: Increases the ATK of all LIGHT Monsters by 500 points and decreases their DEF by 400 points.

Lunar Queen Elzaim



Type: Fairy
Attribute: Light
Level: 3
ATK: 750
DEF: 1,100
Password: 62210247

Description: A lovely creature guarded by the moon, her lunar curtain can block just about any attack.

Mabarrel



Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,700
DEF: 1,400
Password: 98795934

Description: This cannon-like creature fires eyeballs so fast they can't be seen.

Machine Attacker



Type: Machine
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,300
Password: 38116136

Description: This machine, created to lead charges into enemy territory, mows down enemies by rushing.

Machine Conversion Factory



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 25769732

Description: A Machine-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Machine King



Type: Machine/Effect
Attribute: Earth
Level: 6
ATK: 2,200
DEF: 2,000
Password: 46700124

Description: Increase the ATK of this card by 100 points for each face-up Machine-Type Monster on the Field.

Mad Sword Beast



Type: Dinosaur/Effect
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,200
Password: 79870341

Description: When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position Monster, inflict the difference as Battle Damage to your opponent's Life Points.

Madjinn Gunn



Type: Fiend
Attribute: Dark
Level: 2
ATK: 600
DEF: 800
Password: 43905751

Description: A living weapon that spits projectiles.

Mage Power



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 83746708

Description: For every Magic and Trap Card on your side of the Field, increase the ATK and DEF of a Monster equipped with this card by 500 points.



Magical Ghost



Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,400
Password: 46474915

Description: This creature casts a spell of terror and confusion just before attacking its enemies.

Magical Hats



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 81210420

Description: You can activate this card during your opponent's Battle Phase. Take two non-Monster Cards from your Deck and select one of your Monster Cards on the Field, then shuffle your Deck. Shuffle the three cards and Set them on the Field in face-down Defense Position.

Magical Labyrinth



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 64389297

Description: Equip Labyrinth Wall with this card. If you offer Labyrinth Wall equipped with this card as a Tribute, you can Special Summon Wall Shadow from your Deck.

Magic-Arm Shield



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 96008713

Description: You can activate this card when your opponent announces an attack. Select one of your opponent's face-up Defense Position Monster Cards on the Field and designate it as the target of the attack.

Magic Cylinder



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 62279055

Description: Negate the attack of one of your opponent's Monsters and decrease your opponent's Life Points by the amount equal to the attacking Monster's ATK.

Magician of Black Chaos



Type: Spellcaster/Ritual
Attribute: Dark
Level: 8
ATK: 2,800
DEF: 2,600
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Dark Magic Ritual. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as Tribute.

Magician of Faith



Type: Spellcaster/Effect
Attribute: Light
Level: 1
ATK: 500
DEF: 400
Password: 31560081

Description: Flip Effect: Select one Magic Card from your Graveyard and return it to your hand.

Magic Jammer



Type: Trap/Counter
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 77414722

Description: Discard one card from your hand to the Graveyard to negate the activation of a Magic Card and destroy it.

Magic Thorn



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 53119267

Description: You can inflict 500 points of damage per card to your opponent's Life Points when your opponent's cards are discarded to the Graveyard by the effects of Magic, Trap or Effect Monster Cards.

Maha Vailo



Type: Spellcaster/Effect
Attribute: Light
Level: 4
ATK: 1,550
DEF: 1,400
Password: 93013676

Description: In addition to the effects of Equip Cards, the ATK of this Monster is increased by 500 points for each card equipped to it.

Maiden of the Moonlight



Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,500
DEF: 1,300
Password: 79629370

Description: A sorcerer blessed by lunar light with powers far beyond mortal comprehension.

Major Riot



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 09074847

Description: You can activate this card when one or more of your Monsters are returned from the Field to your hand. Return all Monster Cards on the Field to your respective hands. Both you and your opponent can then Special Summon from your hand the same number of Monsters.



Makiu



Type: Magic
Attribute: Magic
Level: 1
ATK: 100
DEF: 100
Password: 27827272

Description: Select either Left Arm of the Forbidden One or any Thunder-Type Monster. All opponent's Monsters with DEF lower than the ATK of the selected card are destroyed. You must skip your Battle Phase during the turn this card is activated.

Malevolent Nuzzler



Type: Magic/Equip
Attribute: Magic
Level: 1
ATK: 100
DEF: 100
Password: 99597615

Description: A Monster equipped with this card increases its ATK by 700 points. When this card is sent from the Field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.

Mammoth Graveyard



Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 800
Password: 40374923

Description: A mammoth that protects the graves of its pack and is absolutely merciless when facing graverobbers.

Man Eater



Type: Plant
Attribute: Earth
Level: 2
ATK: 800
DEF: 600
Password: 93553943

Description: Man-eating plant with poison feelers for attacking enemies.

Man-Eater Bug



Type: Insect/Effect
Attribute: Earth
Level: 2
ATK: 450
DEF: 600
Password: 54652250

Description: Flip Effect: Destroys one Monster on the Field regardless of position.

Man-eating Black Shark



Type: Fish/Fusion
Attribute: Water
Level: 3
ATK: 2,100
DEF: 1,300
Password: 80727036

Description: Sea Kamen + Gruesome Goo + Amazon of the Seas.

Man-Eating Plant



Type: Plant
Attribute: Earth
Level: 1
ATK: 800
DEF: 600
Password: 49127943

Description: A meat-eating plant that is attractive to the eye but dangerous when approached.

Man-Eating Treasure Chest



Type: Hind
Attribute: Dark
Level: 4
ATK: 1,600
DEF: 1,000
Password: 13723605

Description: A Monster disguised as a treasure chest that is known to attack the unwary adventurer.

Manga Ryu-Ran



Type: Dragon/Effect
Attribute: Fire
Level: 7
ATK: 2,200
DEF: 2,600
Password: 38369349

Description: This card cannot be summoned unless a Toon Monster is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When Toon World is destroyed, this card is also destroyed. If your opponent doesn't control a Toon Monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon Monster is on your opponent's side of the Field, your attacks must target the Toon monster.

Marie the Fallen One



Type: Fiend/Effect
Attribute: Dark
Level: 5
ATK: 1,200
DEF: 1,200
Password: 57579381

Description: As long as this card exists in your Graveyard, you recover 200 Life Points at each of your Standby Phases.

Marine Beast



Type: Fish/Fusion
Attribute: Water
Level: 5
ATK: 1,700
DEF: 1,600
Password: 29929832

Description: Water Magician + Behegon.

Maryokutai



Type: Aqua/Effect
Attribute: Water
Level: 3
ATK: 900
DEF: 900
Password: 71466592

Description: The effect of this card can only be applied during your opponent's turn. When this card is face-up and your opponent activates a Magic Card, you can offer this card as a Tribute to negate the activation of the Magic Card and destroy it.



Masaki the Legendary Swordsman



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,100
DEF: 1,100
Password: 44287299

Description: Legendary swordsman Masaki is a veteran of more than 100 battles.

Masked Clown



Type: Warrior
Attribute: Dark
Level: 2
ATK: 500
DEF: 700
Password: 77581312

Description: This warrior's fatal dance is performed with a lethal sickle.

Masked Sorcerer



Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 900
DEF: 1,400
Password: 10189126

Description: When you reduce your opponent's Life Points with this card, draw one card from your Deck.

Mask of Brutality



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 28933734

Description: A Monster equipped with this card increases its ATK by 1,000 points and decreases its DEF by 1,000 points. You must pay 1,000 Life Points at each of your Standby Phases to keep this card in play. If you cannot do so, this card is destroyed.

Mask of Darkness



Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 900
DEF: 400
Password: 28933734

Description: Flip Effect: Select one Trap Card from your Graveyard and return it to your hand.

Mask of Dispel



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 20765952

Description: Select one face-up Magic Card. The player controlling the card must decrease his or her Life Points by 500 points at each of his or her Standby Phases. This card is destroyed when the selected card is destroyed or removed from the Field.

Mask of Restrict



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 29549364

Description: No matter what the situation, Tributes cannot be made.

Mask of the Accursed



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 56948373

Description: The Monster equipped with this card cannot attack. In addition, the player controlling the Monster loses 500 Life Points at each of his/her Standby Phases.

Mask of Weakness



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 57882509

Description: Decrease the ATK of one attacking Monster by 700 points until the end of the turn.

Master & Expert



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 75499502

Description: A deadly duo consisting of a beast master and its loyal servant.

Mavelus



Type: Winged Beast/Effect
Attribute: Wind
Level: 4
ATK: 1,300
DEF: 900
Password: 59036972

Description: Tyhone « Wings of Wicked Flame.

Mech Bass



Type: Machine
Attribute: Water
Level: 5
ATK: 1,800
DEF: 1,500
Password: 50176820

Description: This Monster carries a devastating plasma cannon on its powerful back.



Mechaleon



Type: Reptile
Attribute: Water
Level: 2
ATK: 800
DEF: 600
Password: 94412545

Description: This Monster can hide just about anywhere by adopting the colors of its surroundings.

Mechanicalchaser



Type: Machine
Attribute: Dark
Level: 4
ATK: 1,850
DEF: 800
Password: 07359741

Description: A hunter that relentlessly pursues its target by order of the Machine King.

Mechanical Snail



Type: Machine
Attribute: Dark
Level: 3
ATK: 800
DEF: 1,000
Password: 34442949

Description: A cyborg snail that still travels at a slow pace.

Mechanical Spider



Type: Machine/Effect
Attribute: Earth
Level: 2
ATK: 400
DEF: 500
Password: 45688586

Description: Any Dark-Type Monster attacked by this card is automatically destroyed. Damage calculations apply.

Mech Mole Zombie



Type: Zombie
Attribute: Dark
Level: 2
ATK: 500
DEF: 400
Password: 63345455

Description: This creature attacks by launching missile-like arms.

Meda Bat



Type: Fiend
Attribute: Dark
Level: 2
ATK: 800
DEF: 400
Password: 26271194

Description: An eyeball Fiend created by a servant of the wicked, it uses Dark Blasts to blow away its enemies.

Megamorph



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 22046459

Description: If your Life Points are lower than your opponent's, the original ATK of a Monster equipped with this card is doubled. If your Life Points are higher, the original ATK is halved.

Megasonic Eye



Type: Machine
Attribute: Dark
Level: 5
ATK: 1,500
DEF: 1,800
Password: 07562372

Description: Made of mysterious metal, this Monster is a doomsday machine from the edge of the universe.

Mega Thunderball



Type: Thunder
Attribute: Wind
Level: 2
ATK: 750
DEF: 600
Password: 21817254

Description: Rolls along the ground releasing bolts of electricity to attack its enemies.

Megazowler



Type: Dinosaur
Attribute: Earth
Level: 6
ATK: 1,800
DEF: 2,000
Password: 75190004

Description: Nothing stands in the way of this spike-covered dinosaur.

Megirus Light



Type: Fiend
Attribute: Dark
Level: 3
ATK: 900
DEF: 600
Password: 23032273

Description: The fatal beams from the eyes of this Monster result in grim destruction.

Melchid the Four-Face Beast



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,800
DEF: 1,200
Password: 86569121

Description: This Monster has four different masks for four different attacks.



Meotoko



Type: Beast
Attribute: Earth
Level: 3
ATK: 800
DEF: 600
Password: 53832650

Description: A huge Monster with a single eye that fires a deadly beam.

Mesmeric Control



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 48642904

Description: When this card is played, your opponent cannot change the position of Monsters during his or her next turn.

Messenger of Peace



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 44656491

Description: You must pay 100 Life Points at each of your Standby Phases. If you cannot pay, this card is destroyed. All Monsters with an ATK of 1,500 or more cannot attack.

Metal Detector



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 73646520

Description: You can activate this card when a Continuous Trap Card is activated. Negate all Continuous Trap Cards during the turn this card is activated.

Metal Dragon



Type: Machine/Fusion
Attribute: Wind
Level: 6
ATK: 1,850
DEF: 1,700
Password: 09293977

Description: Steel Ogre Gratto #1 + Lesser Dragon.

Metal Fish



Type: Machine
Attribute: Water
Level: 5
ATK: 1,600
DEF: 1,900
Password: 5598462

Description: A metal fish with a razor-sharp caudal fin.

Metal Guardian



Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,150
DEF: 2,150
Password: 68339286

Description: A Fiend guarding the treasures of the Netherworld, it's most at home in the dark.

Metamorph



Type: Trap/Equip
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 68540058

Description: After activation, this card is used to equip a face-up Monster. The Monster equipped with this card increases its ATK and DEF by 300 points. When attacking with a Monster equipped with Metamorph, you can further increase its ATK by an amount equal to half the ATK of your target.

Metalzoa



Type: Machine/Effect
Attribute: Dark
Level: 8
ATK: 3,000
DEF: 2,300
Password: 50705071

Description: This Monster is Special Summoned from the Deck to the Field by offering Zoia equipped with Metamorph as a Tribute.

Meteor B. Dragon



Type: Dragon/Fusion
Attribute: Fire
Level: 8
ATK: 3,500
DEF: 2,000
Password: N/A

Description: Red-Eyes B. Dragon + Meteor Dragon

Meteor Dragon



Type: Dragon
Attribute: Earth
Level: 6
ATK: 1,800
DEF: 2,000
Password: N/A

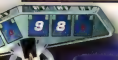
Description: This Dragon appeared from the heavens and crashed to earth.

Michizure



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 37580756

Description: You can activate this card when your Monster is sent from the Field to the Graveyard. Destroy one Monster on the Field.



Midnight Fiend



Type: Fiend
Attribute: Dark
Level: 2
ATK: 600
DEF: 600
Password: 83678433

Description: This Monster only appears when a midnight Tribute is made.

Mikazukinoyaiba



Type: Dragon
Attribute: Dark
Level: 3
ATK: 2,300
DEF: 2,350
Password: N/A

Description: A Dragon warrior of the moon armed with a crescent sword.

Millennium Golem



Type: Rock
Attribute: Earth
Level: 6
ATK: 2,000
DEF: 2,200
Password: 47986555

Description: For nearly a millennium, this golem has served as guardian of an ancient treasure trove.

Millennium Shield



Type: Warrior
Attribute: Earth
Level: 5
ATK: 0
DEF: 3,000
Password: 32012841

Description: A millennium item, it's rumored to block any strong attack.

Milus Radiant



Type: Beast/Effect
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 250
Password: 07489323

Description: As long as this card remains face-up on the field, increase the ATK of all Earth-Type Monsters by 500 points and decrease the ATK of all Wind-Type Monsters by 400 points.

Minar



Type: Insect/Effect
Attribute: Earth
Level: 3
ATK: 830
DEF: 750
Password: 32539892

Description: When this card is sent directly from your hand to the Graveyard by your opponent's Card Effect, inflict 1,000 points of Direct Damage to your opponent's Life Points.

Minomushi Warrior



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,200
Password: 46864967

Description: A rock warrior that wields a heavy blade carved from stone.

Minor Goblin Official



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 01918087

Description: You can activate this card when your opponent's Life Points are 3,000 or less. Inflict 500 points of Direct Damage to your opponent's Life Points during each of his or her Standby Phases.

Miracle Dig



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 06343408

Description: If five or more cards have been removed from play, three can be returned to the Graveyard.

Mirror Force



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 44095762

Description: When an opponent's Monster attacks, negate the attack and destroy all opponent's Monsters in Attack Position.

Mirror Wall



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 22359980

Description: Decrease the ATK of all your opponent's attacking Monsters by half. You must pay 2,000 Life Points during each of your Standby Phases. If you cannot, this card is destroyed.

Misairuzame



Type: Fish
Attribute: Water
Level: 5
ATK: 1,400
DEF: 1,600
Password: 33178416

Description: A missile-launching fish protected by deadly spikes.



Molten Destruction



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 19384334

Description: Increases the ATK of all FIRE Monsters by 500 points and decreases their DEF by 400 points.

Mon Larvas



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,400
Password: 07225792

Description: A further step in the evolutionary chain, it is much more powerful than Larvas.

Monster Egg



Type: Warrior
Attribute: Earth
Level: 1
ATK: 600
DEF: 900
Password: 36121917

Description: A warrior hidden within an egg that attacks enemies by flinging eggshells.

Monster Eye



Type: Fiend/Effect
Attribute: Dark
Level: —
ATK: 250
DEF: 330
Password: 84133008

Description: For the price of 1,000 Life Points, you can return Polymerization from the Graveyard to your hand.

Monster Reborn



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 83764718

Description: Select one Monster Card from either your opponent's or your own Graveyard and place it on the Field under your control in Attack or Defense Position (face-up). This is considered a Special Summon.

Monster Recovery



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 93108433

Description: Select one of your own Monsters on your side of the Field and combine it with your Deck. At the same time, combine your hand and Deck together and shuffle the Deck. Draw the same number of cards that were in your hand from the shuffled Deck.

Monster Tamer



Type: Warrior
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,600
Password: 97612389

Description: A master of Monsters that exercises control over several creatures.

Monstrous Bird



Type: Winged Beast
Attribute: Wind
Level: 6
ATK: 2,500
DEF: 1,900
Password: 35712107

Description: Few have set eyes on this dive-bombing bird and lived to tell the tale.

Monsturtle



Type: Aqua
Attribute: Water
Level: 3
ATK: 800
DEF: 1,000
Password: 15820147

Description: Protected by a spiked shell, this turtle has a very nasty disposition.

Moon Envoy



Type: Warrior
Attribute: Light
Level: 4
ATK: 1,800
DEF: 1,000
Password: 45909477

Description: Many have fallen victim to this lunar warrior's crescent pike.

Mooyan Curry



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 58074572

Description: Increase your Life Points by 200 points.

Morinphen



Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,800
DEF: 1,300
Password: 55784832

Description: A strange Fiend with long arms and razor-sharp talons.



Morphing Jar



Type: Rock/Effect
Attribute: Earth
Level: 2
ATK: 700
DEF: 600
Password: 33508719

Description: Flip Effect: Both you and your opponent discard your hands and draw five new cards from your Decks.

Morphing Jar #2



Type: Rock/Effect
Attribute: Earth
Level: 3
ATK: 800
DEF: 700
Password: 79106360

Description: Flip Effect: Return all Monster Cards on the Field to their respective Decks and shuffle them. You and your opponent then pick up cards until you both have the same number of Monster Cards (Level 4 or lower) that were returned to each Deck. Special Summon the Monsters on the Field in face-down Defense Position. Any other cards picked up are discarded to the Graveyard.

Mother Grizzly



Type: Beast-Warrior/Effect
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,000
Password: 57839750

Description: When this card is sent to the Graveyard as a result of battle, you may select one Water-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters of Level 5 or higher).

Mountain



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 50913601

Description: Increases the ATK and DEF of all Dragon, Winged Beast, and Thunder-Type Monsters by 200 points.

Mountain Warrior



Type: Beast-Warrior
Attribute: Earth
Level: 3
ATK: 600
DEF: 1,000
Password: 04931562

Description: A tough warrior that can move smoothly on even the roughest terrain.

Mr. Volcano



Type: Pyro
Attribute: Fire
Level: 3
ATK: 2,100
DEF: 1,300
Password: 31477025

Description: This seemingly mild-mannered creature has an extremely volatile temper.

Muka Muka



Type: Rock/Effect
Attribute: Earth
Level: 2
ATK: 600
DEF: 300
Password: 46657337

Description: Increase the ATK and DEF of this card by 300 points for every card in your hand.

Multiply



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 40703222

Description: Offer one face-up Kunbuh as a Tribute. Place a Kunbuh Token (Fiend-Type/Dark/Level 1 /ATK 300/ DEF 200) in Defense Position on each open Monster Card Zone. These Tokens cannot be used as Tribute Monsters.

Muse-A



Type: Fairy
Attribute: Light
Level: 3
ATK: 800
DEF: 900
Password: 69992868

Description: A Fairy of the arts that is unbeatable on the harp.

Mushroom Man



Type: Plant
Attribute: Earth
Level: 2
ATK: 800
DEF: 600
Password: 14181608

Description: Found in humid regions, this creature attacks enemies with a lethal rain of poison spores.

Mushroom Man #2



Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 1,250
DEF: 800
Password: 39300406

Description: A player controlling this Monster loses 300 Life Points during each of his or her Standby Phases when this card is on the Field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase.

Musician King



Type: Spellcaster/Fusion
Attribute: Light
Level: 5
ATK: 1,750
DEF: 1,500
Password: 56907389

Description: Witch of the Black Forest • Lady of Faith.





M-Warrior #1



Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 500
Password: 56342351

Description: Specializing in combination attacks, this Warrior uses magnetism to block an enemy's escape.

M-Warrior #2



Type: Warrior
Attribute: Earth
Level: 3
ATK: 500
DEF: 1,000
Password: 92731455

Description: Specializing in combination attacks, this Warrior is equipped with a tough, magnetically coated armor.

Mysterious Puppeteer



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,500
Password: 54098121

Description: When the Monster is summoned (excluding Special Summon), the Life Points of this card's owner increases by 500 points for each Monster while this card is face-up on the Field.

Mystery Hand



Type: Fiend
Attribute: Dark
Level: 2
ATK: 500
DEF: 500
Password: 62793020

Description: This Monster twists reality and reaches between dimensions to attack its enemies.

Mystical Capture Chain



Type: Fairy
Attribute: Light
Level: 2
ATK: 700
DEF: 700
Password: 63515678

Description: A mystical chain that binds enemies, rendering them immobile.

Mystical Elf



Type: Spellcaster
Attribute: Light
Level: 4
ATK: 800
DEF: 2,000
Password: 15025844

Description: A delicate elf that lacks offense, but has a terrific defense backed by mystical power.

Mystical Moon



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 36607978

Description: A Beast-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Mystical Refpanel



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 35563539

Description: Transfer the effects of a Magic Card that targets one player to another player.

Mystical Sand



Type: Rock/Fusion
Attribute: Earth
Level: 8
ATK: 2,100
DEF: 1,700
Password: 32751480

Description: Giant Soldier of Stone + Ancient Elf.

Mystical Sheep #1



Type: Beast/Effect
Attribute: Earth
Level: 3
ATK: 1,150
DEF: 900
Password: 30451366

Description: You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monster in the current Fusion.

Mystical Sheep #2



Type: Beast
Attribute: Earth
Level: 3
ATK: 900
DEF: 1,000
Password: 83464209

Description: A monstrous sheep with a long tail for hypnotizing enemies.

Mystical Space Typhoon



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 05318639

Description: Destroy one Magic or Trap Card on the Field.



Mystic Box



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 25774450

Description: Destroys one opponent's Monster and grants control of one of your Monsters on the Field to your opponent.

Mystic Clown



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 1,000
Password: 47060154

Description: Nothing can stop the mad attack of this powerful creature.

Mystic Horseman



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,550
Password: 68516705

Description: Half man and half horse, this Monster is known for its extreme speed.

Mystic Lamp



Type: Spellcaster/Effect
Attribute: Dark
Level: 1
ATK: 400
DEF: 300
Password: 98249915

Description: This Monster may attack your opponent's Life Points directly.

Mystic Plasma Zone



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 18161786

Description: Increase the ATK of all DARK Monsters by 500 points and decrease their DEF by 400 points.

Mystic Probe



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 49251811

Description: You can activate this card when a Continuous Magic Card is activated. Negate all Continuous Magic Cards during the turn this card is activated.

Mystic Tomato



Type: Plant/Effect
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,100
Password: 83011227

Description: When this card is sent to the Graveyard as a result of battle, you may select one Dark-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters Level 5 or more). The Deck is then shuffled.

Neck Hunter



Type: Fiend
Attribute: Dark
Level: 6
ATK: 1,250
DEF: 1,900
Password: 70084224

Description: A Fiend that wields a mean sickle and fires devastating beams from its eyes.

Necrolancer the Timelord



Type: Spellcaster
Attribute: Dark
Level: 5
ATK: 800
DEF: 900
Password: 61454890

Description: One-eyed Necrolancer leads an attack from a dimensional ring that can appear from nowhere.

Needle Ball



Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 750
DEF: 700
Password: 94230224

Description: Flip Effect: You can inflict 1,000 points of Direct Damage to your opponent's Life Points at the cost of 2,000 of your own Life Points.

Needle Worm



Type: Insect/Effect
Attribute: Earth
Level: 2
ATK: 750
DEF: 600
Password: 81843628

Description: Flip Effect: Discard five cards from the top of your opponent's Deck to his or her Graveyard.

Negate Attack



Type: Trap/Counter
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 14315573

Description: When your opponent attacks with a Monster, all attacks are negated and your opponent's Battle Phase ends.

Nekogal #1



Type: Beast
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 900
Password: 01761063

Description: Deceptively cute, this feline fairy has a set of fast lethal claws.

Nekogal #2



Type: Beast-Warrior
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 2,000
Password: 43352213

Description: A fast and lethal creature with dangerous claws.

Nemuriko



Type: Spellcaster
Attribute: Dark
Level: 3
ATK: 800
DEF: 700
Password: 90963488

Description: A child-like creature that controls a sleep fiend to beckon enemies into eternal slumber.

Neo the Magic Swordsman



Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,700
DEF: 1,000
Password: 50930991

Description: A dimensional drifter who not only practices sorcery, but is also a sword and martial arts master.

Night Lizard



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,150
DEF: 1,300
Password: 78402798

Description: A lizard warrior protected by a hide of very tough emerald scales.

Nightmare Scorpion



Type: Insect
Attribute: Earth
Level: 4
ATK: 800
DEF: 800
Password: 88643173

Description: A creature that generates nightmares to haunt an opponent, it attacks with four poisonous tails.

Nightmare's Steelcage



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 58775978

Description: For two of your opponent's turns, all Monsters on the Field cannot attack. Following the second turn, this card is destroyed.

Nimble Momonga



Type: Beast/Effect
Attribute: Earth
Level: 2
ATK: 1,000
DEF: 100
Password: 22567609

Description: When this card is sent to the Graveyard as a result of battle, increase your Life Points by 1,000 points. You can also take cards of the same name from your Deck and Special Summon them to the Field in face-down Defense Position. The Deck is then shuffled.

Niwatori



Type: Winged Beast
Attribute: Earth
Level: 3
ATK: 900
DEF: 800
Password: 07805359

Description: Swallows enemies whole and uses their essence as energy.

Nobleman of Crossout



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 71044499

Description: Destroy one face-down Monster Card and remove it from play. If the Monster destroyed has a Flip Effect, both players must remove all Monster Cards of the same name from their respective Decks and remove them from play. The Decks are then shuffled.

Nobleman of Extermination



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 17449108

Description: Destroy one face-down Magic or Trap Card and remove it from play. If the card is a Trap Card, both players must remove all Trap Cards of the same name from their Decks and remove them from play. The Decks are then shuffled.

Novox's Prayer



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to Ritual Summon Skull Guardian. You must offer Monsters whose Star Levels equal 7 or more as a Tribute from the Field or your hand.



Numinous Healer



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 02130625

Description: You can activate this card when you take damage to your Life Points. Increase your Life Points by 1,000 points. In addition, increase your Life Points by 500 per card if there are additional Numinous Healer cards in the Graveyard.

Nuvia the Wicked



Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 2,000
DEF: 800
Password: 12953226

Description: This card can only be summoned by a Flip Summon. If summoned normally, it is destroyed. The ATK of this card is decreased by 200 points for each Monster that your opponent controls on the Field.

Obese Marmot of Nefariousness



Type: Beast
Attribute: Earth
Level: 8
ATK: 750
DEF: 800
Password: 56713552

Description: An ill-mannered field mouse that will sink its fangs into anything.

Octoberser



Type: Aqua
Attribute: Water
Level: 5
ATK: 1,600
DEF: 1,400
Password: 74637266

Description: With the head of a fish and the legs of an octopus, this strange creature attacks enemies by flinging spears.

Ocubeam



Type: Fairy
Attribute: Light
Level: 5
ATK: 1,550
DEF: 1,650
Password: 86088138

Description: Frightening in appearance, this creature uses its large eyes and ears to keep track of any movement.

Offerings to the Doomed



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 19230407

Description: Destroys one face-up Monster. Skip your next Draw Phase.

Ogre of the Black Shadow



Type: Beast/Warrior
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,400
Password: 45121025

Description: An ogre possessed by the powers of the dark. Few can withstand its rapid charge.

One-Eyed Shield Dragon



Type: Dragon
Attribute: Wind
Level: 3
ATK: 700
DEF: 1,300
Password: 33064647

Description: This dragon wears a shield not only for its own protection, but also for ramming its enemies.

One Who Hunts Souls



Type: Beast/Warrior
Attribute: Earth
Level: 4
ATK: 1,100
DEF: 1,000
Password: 03606209

Description: This dangerous creature brandishes a soul-sucking sword.

Oni Tank T-34



Type: Machine
Attribute: Earth
Level: 8
ATK: 1,400
DEF: 1,700
Password: 66927994

Description: An armored tank possessed by a fiend that will pursue enemies until they're crushed.

Ooguchi



Type: Aqua/Effect
Attribute: Water
Level: 1
ATK: 300
DEF: 250
Password: 58861941

Description: This Monster may attack your opponent's Life Points directly.

Ookazi



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 19523799

Description: Decreases your opponent's Life Points by 800 points.





Orion the Battle King



Type: Fairy
Attribute: Light
Level: 5
ATK: 1,800
DEF: 1,300
Password: 02971090

Description: None have lived to tell tales of this powerful battle fairy.

Oscillo Hero



Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,250
DEF: 700
Password: 82065276

Description: A strange warrior from another dimension.

Oscillo Hero #2



Type: Thunder
Attribute: Light
Level: 3
ATK: 1,000
DEF: 500
Password: 27324313

Description: A creature that electrocutes opponents with bolts of lightning.

Overdrive



Type: Machine
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 1,500
Password: 02311603

Description: An all-terrain armored vehicle armed with a heavy-duty machine gun.

Painful Choice



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 74191942

Description: Select five cards from your Deck and show them to your opponent. Your opponent must select one card that will be added to your hand. Discard the remaining cards to the Graveyard.

Pale Beast



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 21263083

Description: With skin tinged a bluish-white, this strange creature is a fearsome sight to behold.

Panther Warrior



Type: Beast-Warrior/Effect
Attribute: Earth
Level: 4
ATK: 2,000
DEF: 1,600
Password: 42035044

Description: This card cannot attack unless you offer one of your Monsters on the Field as a Tribute.

Paralyzing Potion



Type: Magic/Trap
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 50152549

Description: A non-Machine-Type Monster equipped with this card cannot attack.

Parasite Paracide



Type: Insect/Effect
Attribute: Earth
Level: 4
ATK: 500
DEF: 300
Password: 27911549

Description: Trap Effect: Put this card face-up in your opponent's Deck and shuffle it. When your opponent draws this card, it is immediately Special Summoned on your opponent's side of the Field face-up in Defense Position and inflicts 1,000 points of Direct Damage to your opponent's Life Points. From this point, all face-up Monsters Cards on your opponent's side of the Field are treated as Insect-Type Monsters as long as this card remains face-up on the Field.

Parrot Dragon



Type: Dragon
Attribute: Wind
Level: 5
ATK: 2,000
DEF: 1,300
Password: 62762898

Description: A dragon from the cartoons that's more dangerous than it appears to be.

Patrol Robo



Type: Machine/Effect
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 900
Password: 76775123

Description: During your Standby Phase, you can look at one face-down card that's been Set by your opponent as long as this card remains face-up on the Field.

Peacock



Type: Winged Beast
Attribute: Wind
Level: 5
ATK: 1,700
DEF: 1,500
Password: 20624263

Description: A large peacock that launches its feathers in a lethal attack.



Pendulum Machine



Type: Machine
Attribute: Dark
Level: 6
ATK: 1,730
DEF: 2,000
Password: 20404030

Description: A horrible torture machine with a large pendulum blade.

Penguin Knight



Type: Aqua/Effect
Attribute: Water
Level: 3
ATK: 900
DEF: 800
Password: 36039163

Description: When this card is sent directly from your Deck to the Graveyard by an opponent's card effect, combine your Graveyard cards with your own Deck, shuffle them and form a new Deck.

Penguin Soldier



Type: Aqua/Effect
Attribute: Water
Level: 2
ATK: 750
DEF: 500
Password: 93920745

Description: Flip Effect: You can return up to two Monster Cards from the Field to the owner's hand.

Perfectly Ultimate Great Moth



Type: Insect/Effect
Attribute: Earth
Level: 8
ATK: 3,500
DEF: 3,000
Password: N/A

Description: This Monster is summoned by offering Petit Moth as a Tribute on your sixth turn after it has been equipped with Cocoon of Evolution.

Performance of Sword



Type: Warrior/Ritual
Attribute: Earth
Level: 6
ATK: 1,950
DEF: 1,850
Password: N/A

Description: This Monster can only be Ritual Summoned with the Ritual Magic Card Commencement Dance. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

Petit Angel



Type: Fairy
Attribute: Light
Level: 3
ATK: 600
DEF: 900
Password: 38142739

Description: A quick-moving and tiny fairy that's very difficult to hit.

Petit Dragon



Type: Dragon
Attribute: Wind
Level: 2
ATK: 600
DEF: 700
Password: 75356564

Description: A very small dragon known for its vicious attacks.

Petit Moth



Type: Insect
Attribute: Earth
Level: 1
ATK: 300
DEF: 200
Password: 58192742

Description: This small but deadly creature is better off avoided.

Phantom Dewan



Type: Spellcaster
Attribute: Dark
Level: 2
ATK: 700
DEF: 600
Password: 77603950

Description: A sorcerer that can paralyze an enemy with a single curse.

Phantom Ghost



Type: Zombie
Attribute: Dark
Level: 2
ATK: 600
DEF: 800
Password: 61201220

Description: A vengeful spirit made up of many restless souls.

Polymerization



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 24094653

Description: Fuses two or more Fusion-Material Monsters to form a new Fusion Monster.

Pot of Greed



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 55144522

Description: Draw two cards from your Deck.



Pot the Trick



Type: Rock
Attribute: Earth
Level: 2
ATK: 400
DEF: 400
Password: 55567161

Description: A not-so-powerful servant, he is an errand boy of a master sorcerer.

Power of Kaishin



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 77027445

Description: An Aqua-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Pragtical



Type: Dinosaur/Fusion
Attribute: Earth
Level: 5
ATK: 1,900
DEF: 1,500
Password: 33691404

Description: Trakadon + Flame Viper.

Premature Burial



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 70828912

Description: Pay 800 Life Points. Select one Monster Card from your Graveyard, Special Summon it on the Field in face-up Attack Position, and equip it with this card. When this card is destroyed, the Monster is also destroyed.

Prevent Rat



Type: Beast
Attribute: Earth
Level: 4
ATK: 500
DEF: 2,000
Password: 00549481

Description: This creature is shielded with a tough hide of hair and is excellent at defending itself.

Princess of Tsurugi



Type: Warrior/Effect
Attribute: Wind
Level: 3
ATK: 900
DEF: 700
Password: 51371017

Description: Flip Effect: Inflicts 500 points of Direct Damage to your opponent's Life Points for each Magic and Trap Card your opponent has on the Field.

Prisman



Type: Rock
Attribute: Light
Level: 3
ATK: 800
DEF: 1,000
Password: 80234301

Description: This crystalline Monster filters light to create a lethal laser.

Prohibition



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 43711255

Description: When you play this card, declare the name of one card. As long as this card remains on the Field, the declared card cannot be played.

Protector of the Throne



Type: Warrior
Attribute: Earth
Level: 4
ATK: 800
DEF: 1,500
Password: 10071456

Description: While the king is away, this queen protects his throne with a mighty defense.

Psychic Kappa



Type: Aqua
Attribute: Water
Level: 2
ATK: 400
DEF: 1,000
Password: 07892180

Description: An amphibian with a myriad of powers to shield it from enemy attacks.

Pumpkin the King of Ghosts



Type: Zombie/Effect
Attribute: Dark
Level: 8
ATK: 1,800
DEF: 2,000
Password: 29155212

Description: If Castle of Dark Illusions is face-up on the Field, increase the ATK and DEF of this card by 100 points. As long as the Castle of Dark Illusions remains face-up on the Field, the ATK and DEF of this card continues to increase by 100 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

Punished Eagle



Type: Winged Beast/Fusion
Attribute: Wind
Level: 6
ATK: 2,100
DEF: 1,800
Password: 74703140

Description: Blue-Winged Crown + Newton.



Queen Bird



Type: Winged Beast
Attribute: Wind
Level: 5
ATK: 1,200
DEF: 2,000
Password: 73081602

Description: This Monster attacks enemies using its huge beak.

Queen of Autumn Leaves



Type: Plant
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,500
Password: 04179849

Description: Queen of the Emerald Forest and wife of the Spirit King, she lives surrounded by vivid red leaves.

Queen's Double



Type: Warrior/Effect
Attribute: Earth
Level: 1
ATK: 350
DEF: 300
Password: 05901492

Description: This Monster may attack your opponent's Life Points directly.

Rabid Horseman



Type: Beast-Warrior/Fusion
Attribute: Earth
Level: 6
ATK: 2,000
DEF: 1,700
Password: N/A

Description: Battle Ox + Mystic Horseman.

Raigeki



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 12580477

Description: Destroys all your opponent's Monsters on the Field.

Raimei



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 56260110

Description: Decreases your opponent's Life Points by 300 points.

Rainbow Flower



Type: Plant/Effect
Attribute: Earth
Level: 2
ATK: 400
DEF: 500
Password: 21347810

Description: This Monster may attack your opponent's Life Points directly.

Rainbow Marine Mermaid



Type: Fish
Attribute: Water
Level: 5
ATK: 1,550
DEF: 1,700
Password: 29402771

Description: An unusual mermaid that appears whenever a rainbow stretches across the sky.

Rain of Mercy



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 66719324

Description: Increases the Life Points of both players by 1,000 points.

Raise Body Heat



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 51267887

Description: A Dinosaur-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Rare Fish



Type: Fish/Fusion
Attribute: Water
Level: 4
ATK: 1,300
DEF: 1,200
Password: 80516007

Description: Fusionist + Enchanting Mermaid.

Ray & Temperature



Type: Fairy
Attribute: Light
Level: 3
ATK: 1,000
DEF: 1,000
Password: 85309439

Description: This sun and the north wind join hands to deliver a devastating combination of heat and gale-force winds.



Reaper of the Cards



Type: Fiend/Effect
Attribute: Dark
Level: 5
ATK: 1,380
DEF: 1,930
Password: 33066139

Description: Flip Effect. Destroys one Trap Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Red Archery Girl



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,300
Password: 65570596

Description: A mermaid archer that hides in a protective shell, waiting for the right moment to strike.

Red-Eyes B. Dragon



Type: Dragon
Attribute: Dark
Level: 7
ATK: 2,400
DEF: 2,000
Password: 74677422

Description: A ferocious dragon with a deadly attack.

Red-Eyes Black Metal Dragon



Type: Machine/Effect
Attribute: Dark
Level: 8
ATK: 2,800
DEF: 2,400
Password: 64335804

Description: This card can only be Special Summoned from the Deck to the Field by offering Red-Eyes B. Dragon equipped with Metalmorph as a Tribute. Your Deck is then shuffled.

Red Medicine



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 38199696

Description: Increases your Life Points by 500 points.

Red-Moon Baby



Type: Zombie/Effect
Attribute: Dark
Level: 3
ATK: 700
DEF: 1,000
Password: 56387350

Description: A Monster destroyed by this card can be Special Summoned in face-up Attack or Defense Position at the end of the Battle Phase to your side of the Field.

Reinforcements



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 17814387

Description: Increase a selected Monster's ATK by 500 points during the turn this card is activated.

Relinquished



Type: Spellcaster/Ritual
Attribute: Dark
Level: 1
ATK: 0
DEF: 0
Password: 64631466

Description: This Monster can take on the ATK and DEF of one opponent's Monster on the Field to have instant Monster results in an ATK and DEF up to 1000. The selected Monster was an Equip Magic Card and was it to equip Relinquished. You may use this effect only once per turn and can equip "Relinquished" with only 1 Monster in a zone. When your opponent's Monster attacks this Monster with an ATK higher than "Relinquished", the equipped Monster is destroyed instead of "Relinquished". Any Life Point damage you incur from the attacking Monster when "Relinquished" is equipped is also reflected on your opponent.

Remove Trap



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 51482758

Description: Destroys one face-up Trap Card on the Field.

Respect Play



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 08951260

Description: During their respective turns, each player must show their opponent their hand.

Restructer Revolution



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 99518961

Description: Inflicts 200 points of damage to your opponent's Life Points for each card in your opponent's hand.

Resurrection of Chakra



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Chakra. You must also offer Monsters whose Star Levels equal 7 or more as a Tribute from the Field or your hand.



Return of the Doomed



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 19827717

Description: Select one Monster Card from your hand and discard it to the Graveyard. One Monster destroyed this turn as a result of battle is returned to your hand.

Reverse Trap



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 77622396

Description: All increases and decreases to ATK and DEF are reversed for the turn in which this card is activated.

Revival Jam



Type: Aqua/Elect
Attribute: Water
Level: 4
ATK: 1,500
DEF: 500
Password: 31709826

Description: When this card is sent to the Graveyard as a result of battle, you can Special Summon this card at your next Standby Phase by paying 1,000 Life Points. Place it on the Field in face-up Defense Position. The card must remain in this position until your following turn.

Revival of Dokurorider



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Dokurorider. You must also offer Monsters whose Star Levels equal 6 or more as a Tribute from the Field or your hand.

Rhaimundos of the Red Sword



Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,300
Password: 62403074

Description: Armed with the Sword of Crimson Flames, this warrior can blind a Monster with fiery restraints.

Right Arm of the Forbidden One



Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 70903634

Description: A forbidden right arm sealed by magic. Whoever breaks this seal will know infinite power.

Right Leg of the Forbidden One



Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 08124921

Description: A forbidden right leg sealed by magic. Whoever breaks this seal will know infinite power.

Riryoku



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 34016756

Description: During your turn, you can reduce the ATK of one Monster by half and add that amount to the ATK of another Monster on the Field.

Riryoku Field



Type: Trap/Counter
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 70344351

Description: Negates the activation of one Magic Card targeting one Monster. The Magic Card is destroyed.

Rising Air Current



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 45778932

Description: Increases the ATK of all Wind-Type Monsters by 500 points and decreases their DEF by 400 points.

Roaring Ocean Snake



Type: Aqua/Fusion
Attribute: Water
Level: 6
ATK: 2,100
DEF: 1,800
Password: 19066538

Description: Mystic Lamp + Hyosube.

Robbin' Goblin



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 88279736

Description: Each time one of your Monsters inflicts damage to your opponent's Life Points, one card is randomly selected from your opponent's hand and discarded to the Graveyard.





Rocket Warrior



Type: Warrior/Effect
Attribute: Light
Level: 4
ATK: 1,500
DEF: 1,100
Password: 30860696

Description: The effect of this card can only be applied during the Battle Phase of your own turn. Any damage this Monster takes is reduced to 0. Any Monster attacked by this card has its ATK decreased by 500 points until the end of that turn.

Rock Ogre Grotto #1



Type: Rock
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,200
Password: 68846917

Description: Protected by a solid body of rock, this Monster throws a bone-shattering punch.

Rock Ogre Grotto #2



Type: Rock
Attribute: Earth
Level: 3
ATK: 700
DEF: 1,400
Password: 62193699

Description: A golem formed by boulders, this Monster turns its enemies to stone and crushes them to dust.

Rock Spirit



Type: Spellcaster
Attribute: Earth
Level: 5
ATK: 1,650
DEF: 1,900
Password: 82818645

Description: Although it looks weak, this Monster is one of the more powerful boulder spirits.

Rogue Doll



Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,600
DEF: 1,000
Password: 91939608

Description: A deadly doll gifted with mystical power, it is particularly powerful when attacking against dark forces.

Root Water



Type: Fish
Attribute: Water
Level: 3
ATK: 900
DEF: 800
Password: 39004808

Description: An amphibian capable of calling up a massive tidal wave from the dark seas to wipe out enemy Monsters.

Rose Spectre of Dunn



Type: Plant/Fusion
Attribute: Dark
Level: 8
ATK: 2,000
DEF: 1,800
Password: 32485271

Description: Feral Imp + Snakeyash.

Royal Command



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 33950246

Description: Negates the activation and the effect of all Flip Effect Monsters.

Royal Decree



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 51452091

Description: As long as this card remains face-up on the field, the effects of all Trap Cards except this one are deactivated.

Royal Guard



Type: Machine
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 2,200
Password: 39239728

Description: A mechanized soldier created to protect royalty.

Rude Kaiser



Type: Beast-Warrior
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,600
Password: 26378150

Description: With an axe in each hand, this Monster delivers heavy damage.

Rush Recklessly



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 70046172

Description: During the turn this card is activated, increase one Monster's ATK by 700 points.



Ryu-Kishin



Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 500
Password: 15303296

Description: A very elusive creature that looks like a harmless statue until it attacks.

Ryu-Kishin Powered



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,600
DEF: 1,200
Password: 24611934

Description: A gargoyle enhanced by the powers of darkness. Very sharp talons make it a worthy opponent.

Ryu-Ran



Type: Dragon
Attribute: Fire
Level: 7
ATK: 2,200
DEF: 2,600
Password: 02964201

Description: A vicious little dragon sheltered in an egg that looks deceptively harmless.

Saber Slasher



Type: Machine
Attribute: Dark
Level: 5
ATK: 1,450
DEF: 1,500
Password: 73911410

Description: A lethal engine of destruction that wields a well-honed blade.

Saggi the Dark Clown



Type: Spellcaster
Attribute: Dark
Level: 3
ATK: 600
DEF: 1,500
Password: 66602787

Description: This clown appears from nowhere and executes very strange moves to avoid enemy attacks.

Salamandra



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 32268901

Description: A Fire Monster equipped with this card increases its ATK by 700 points.

Sand Stone



Type: Rock
Attribute: Earth
Level: 5
ATK: 1,300
DEF: 1,600
Password: 73051941

Description: Appears from underground and attacks with long snake-like tentacles.

Sangan



Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 600
Password: 26202165

Description: When this card is sent from the Field to the Graveyard, move one Monster with an attack of 1,500 or less from your Deck to your hand. Your Deck is then shuffled.

Sanga of the Thunder



Type: Thunder/Effect
Attribute: Light
Level: 7
ATK: 2,600
DEF: 2,200
Password: N/A

Description: Reduce the ATK of an opponent's Monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Science Soldier



Type: Warrior
Attribute: Dark
Level: 3
ATK: 800
DEF: 800
Password: 67532912

Description: Soldiers equipped with state-of-the-art weaponry to face unknown creatures.

Scroll of Bewitchment



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 10352095

Description: You can change the attribute of one Monster Card to any attribute you desire.

Sea Kamen



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,100
DEF: 1,300
Password: 71746462

Description: A merciless Monster that tears opponents to shreds with razor-like claws.





Sea King Dragon



Type: Sea Serpent
Attribute: Water
Level: 6
ATK: 2,000
DEF: 1,700
Password: 23659124

Description: Protected by a tough shell, this master of the sea attacks its enemies with toxic bubbles.

Seal of the Ancients



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 97809599

Description: At the cost of 1,000 of your own Life Points, flip all of your opponent's face-down cards face-up. After seeing the cards, return them to their original positions (card effects are not activated).

Sebek's Blessing



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 22537443

Description: You can activate this card when your Monster Card inflicts Direct Damage to your opponent's Life Points. Increase your own Life Points by an amount equal to the Direct Damage you inflicted to your opponent.

Sectarian of Secrets



Type: Spellcaster
Attribute: Dark
Level: 2
ATK: 700
DEF: 500
Password: 15367080

Description: A Spellcaster that worships the dark, it is served by a sinister hand that drags enemies into oblivion.

Selyaryu



Type: Dragon
Attribute: Light
Level: 7
ATK: 2,500
DEF: 2,300
Password: N/A

Description: A dragon that burns away the wicked with its mystical flame.

Sengenjin



Type: Beast-Warrior
Attribute: Earth
Level: 8
ATK: 2,750
DEF: 2,500
Password: N/A

Description: An unstoppable savage that carries a Millennium Item.

Senju of the Thousand Hands



Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,400
DEF: 1,000
Password: 23401839

Description: When this card is summoned to the Field (excluding Special Summon), you may move one Ritual Monster Card from your Deck to your hand.

Serpent Marauder



Type: Reptile
Attribute: Earth
Level: 2
ATK: 700
DEF: 600
Password: 82742611

Description: A snake with a single eye that can chill the enemy, freezing them on the spot.

Serpent Night Dragon



Type: Dragon
Attribute: Dark
Level: 7
ATK: 2,350
DEF: 2,400
Password: N/A

Description: A dragon created from the soul of a wicked knight.

Seven Tools of the Bandit



Type: Trap/Counter
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 03819470

Description: Pay 1,000 of your Life Points to negate the activation of a Trap Card and destroy it.

Shadow Ghoul



Type: Zombie/Effect
Attribute: Dark
Level: 5
ATK: 1,600
DEF: 1,300
Password: 30778711

Description: Increase the ATK of this Monster by 100 points for each Monster in your Graveyard.

Shadow of Eyes



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 58621589

Description: When your opponent Sets a Monster Card in face-down Defense Position, change it to face-up Attack Position. If the Monster Card has a Rip Effect, it is not activated.



Shadow Specter



Type: Zombie
Attribute: Dark
Level: 1
ATK: 500
DEF: 200
Password: 40575313

Description: Powerful in groups, this animal spirit can be found in the wastelands.

Shadow Spell



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 29267084

Description: Select one of your opponent's face-up Monsters. The ATK of the selected Monster is decreased by 700 points and its battle position cannot be changed. When the Monster is destroyed, this card is also destroyed.

Share the Pain



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 56830749

Description: Offer one Monster on your side of the Field as a Tribute. Your opponent must select one Monster on his or her side of the Field and offer it as a Tribute.

Shield & Sword



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 52097679

Description: For one turn, each face-up Monster's original ATK becomes its original DEF and vice versa. Monsters summoned after this card's activation are excluded.

Shining Abyss



Type: Fairy
Attribute: Light
Level: 4
ATK: 1,600
DEF: 1,800
Password: 87303357

Description: This Monster employs the powers of both Light and Darkness.

Shining Fairy



Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,400
DEF: 800
Password: 93956346

Description: When this card is sent to the Graveyard as a result of battle, you can select one Light-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters of Level 5 or more). The Deck is then shuffled.

Shining Friendship



Type: Fairy
Attribute: Light
Level: 4
ATK: 1,300
DEF: 1,100
Password: 82085619

Description: The peacemaker among Monsters.

Shovel Crusher



Type: Machine
Attribute: Earth
Level: 3
ATK: 900
DEF: 1,200
Password: 71950093

Description: Armed with a pair of shovels, this Monster destroys anything that stands in its way.

Silver Bow and Arrow



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 01557499

Description: A Fairy-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Silver Fang



Type: Beast
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 800
Password: 90357090

Description: A snow wolf that's beautiful to the eye, but absolutely vicious in battle.

Sinister Serpent



Type: Reptile/Effect
Attribute: Water
Level: 1
ATK: 300
DEF: 250
Password: 08131171

Description: During your Standby Phase, if a Sinister Serpent exists in your Graveyard, you can return Sinister Serpent to your hand.

Skelengel



Type: Fairy/Effect
Attribute: Light
Level: 2
ATK: 900
DEF: 400
Password: 60694662

Description: Flip Effect: You can draw one card from your Deck.





Skelgon



Type: Zombie/Fusion
Attribute: Dark
Level: 6
ATK: 1,700
DEF: 1,900
Password: 32355828

Description: The Snake Hair + Blackland Fire Dragon.

Skullbird



Type: Winged Beast/Fusion
Attribute: Wind
Level: 6
ATK: 1,900
DEF: 1,700
Password: 08327462

Description: Takuhee + Temple of Skulls.

Skull Dice



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 00126218

Description: Roll a die. The result is multiplied by 100 points and subtracted from the ATK and DEF of all Monsters in your opponent's control until the end of your turn.

Skull Guardian



Type: Warrior/Ritual
Attribute: Light
Level: 7
ATK: 2,050
DEF: 2,500
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Novo's Prayer. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.

Skull Invitation



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 98139712

Description: Every time a card is sent to the Graveyard, inflict 300 points of Direct Damage to its owner's Life Points per card.

Skull Knight



Type: Spellcaster/Fusion
Attribute: Dark
Level: 7
ATK: 2,650
DEF: 2,250
Password: N/A

Description: Tainted Wisdom + Ancient Brain.

Skull Lair



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 06733059

Description: You can destroy one Monster by removing a number of cards from your Graveyard that is equivalent to the Level of the Monster.

Skull Mariner



Type: Warrior
Attribute: Water
Level: 4
ATK: 1,600
DEF: 900
Password: 05265750

Description: A pirate ship that appears out of the mist and sinks any seagoing vessels.

Skull Red Bird



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,550
DEF: 1,200
Password: 10202894

Description: This Monster swoops down and attacks with a rain of knives stored in its wings.

Skull Servant



Type: Zombie
Attribute: Dark
Level: 1
ATK: 300
DEF: 200
Password: 32274490

Description: A skeletal ghost that isn't strong but can mean trouble in large numbers.

Skull Stalker



Type: Warrior
Attribute: Dark
Level: 3
ATK: 900
DEF: 800
Password: 54844990

Description: Swift and deadly, this Monsters grabs victims with its claws and attacks with a poison stinger.

Sky Dragon



Type: Dragon
Attribute: Wind
Level: 6
ATK: 1,900
DEF: 1,800
Password: 95288024

Description: A flying dragon with four wings housing some very dangerous blades.



Slate Warrior



Type: Fiend/Effect
Attribute: Wind
Level: 4
ATK: 1,900
DEF: 400
Password: 78636495

Description: Flip Effects: Increase the ATK/DEF of this card by 500 points. Any Monster that destroys this card must decrease its ATK and DEF by 500 points.

Sleeping Lion



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,700
DEF: 1,700
Password: 40200834

Description: A very vicious creature that's best left sleeping.

Slot Machine



Type: Machine
Attribute: Dark
Level: 7
ATK: 2,300
DEF: 2,300
Password: 03797883

Description: The machine's ability is said to vary according to its slot results.

Snake Fang



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 00596051

Description: Decrease one selected Monster's DEF by 500 points during the turn this card is activated.

Snakeyashi



Type: Plant
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,200
Password: 29802344

Description: This Monster is formed by several serpents that break off to individually attack nearby enemies.

Snatch Steal



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 45986603

Description: Take control of one of your opponent's Monsters. Your opponent gains 1,000 Life Points at each of their Standby Phases.

Sogen



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 86318356

Description: Increases the ATK and DEF of all Beast-Warrior and Warrior-Type Monsters by 200 points.

Solemn Judgment



Type: Trap/Counter
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 41420027

Description: Pay half of your Life Points when your opponent either activates a Magic or Trap Card or summons a Monster (including Special Summon) to negate the action and destroy the cards involved.

Solemn Wishes



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 35346968

Description: You gain 500 Life Points when you draw a card (or cards).

Solitude



Type: Beast/Warrior
Attribute: Earth
Level: 3
ATK: 1,050
DEF: 1,000
Password: 84794011

Description: This Beast-Warrior swings a massive scythe that feeds on the souls of the slain.

Solomon's Lawbook



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 23471572

Description: Skip your own Standby Phase.

Sonic Bird



Type: Winged Beast/Effect
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,000
Password: 57617178

Description: When this card is summoned (excluding Special Summon), you may move one Ritual Magic Card from your Deck to your Hand. The Deck is then shuffled.





Sonic Maid



Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 38942059

Description: A maiden that uses sound to her advantage, she wields a scythe that's shaped like a musical note.

Sorcerer of the Doomed



Type: Spellcaster
Attribute: Dark
Level: 4
ATK: 1,450
DEF: 1,200
Password: 49218300

Description: A slave of the dark arts, this sorcerer is a master of life-extinguishing spells.

Soul Hunter



Type: Fiend/Fusion
Attribute: Dark
Level: 6
ATK: 2,200
DEF: 1,800
Password: 72869010

Description: Lord of the Lamp + Invader from Another Dimension.

Soul of Purity and Light



Type: Fairy/Effect
Attribute: Light
Level: 6
ATK: 2,000
DEF: 1,800
Password: 775272111

Description: Special Summon this card by removing two Light Monsters from your Graveyard. As long as this card remains on the Field, the ATK of all your opponent's Monsters is decreased by 300 points during his or her Battle Phase.

Soul of the Pure



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 47852924

Description: Increases your Life Points by 800 Points.

Soul Release



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 05758500

Description: Select up to five cards from either your or your opponent's Graveyard and remove them from the current Duel.

Souls of the Forgotten



Type: Fiend
Attribute: Dark
Level: 2
ATK: 900
DEF: 200
Password: 04920010

Description: A wicked spirit created by the hateful souls of those who fell in battle. It grows by assimilating the souls of its enemies.

Sparks



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 76103675

Description: Decreases your opponent's Life Points by 200 points.

Spear Cretin



Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 500
DEF: 500
Password: 58551368

Description: Flip Effect: After this card is flipped, when it is sent to the Graveyard, both you and your opponent select one Monster from your respective Graveyards and Special Summon it on the Field in face-up Attack Position or face-down Defense Position (no Tribute is required).

Spellbinding Circle



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 18807108

Description: Select one Monster. As long as this card remains face-up on the Field, the Monster cannot attack or change its battle position except by the effect of a Magic, Trap or Effect Monster Card. When the selected Monster is destroyed, this card is also destroyed.

Spherous Lady



Type: Rock
Attribute: Earth
Level: 3
ATK: 400
DEF: 1,400
Password: 52121290

Description: Many have been deceived by the beauty of the vampire.

Spikebot



Type: Machine
Attribute: Dark
Level: 5
ATK: 1,800
DEF: 1,700
Password: 87511987

Description: A mechanical soldier created by a wicked sorcerer, it attacks with the two steel balls attached to its arms.



Spiked Snail



Type: Insect
Attribute: Dark
Level: 3
ATK: 700
DEF: 1,300
Password: 98075147

Description: A very fast, bipedal snail with a pair of lethal arms.

Spike Seadra



Type: Sea Serpent
Attribute: Water
Level: 5
ATK: 1,600
DEF: 1,300
Password: 85326399

Description: Using the spikes sprouting from its body, this creature stabs its opponents and floods them with electricity.

Spirit Elimination



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 69832741

Description: When a Monster is removed from play from the Graveyard, use a Monster Card from your side of the Field as a substitute. This card remains in effect until the end of the turn in which it is activated.

Spirit Message "A"



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 94722232

Description: This card can only be played on the Field when Destiny Board is active.

Spirit Message "I"



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 31893528

Description: This card can only be played on the Field when Destiny Board is active.

Spirit Message "L"



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 30170981

Description: This card can only be played on the Field when Destiny Board is active.

Spirit Message "N"



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 67287533

Description: This card can only be played on the Field when Destiny Board is active.

Spirit of Flames



Type: Pyro/Effect
Attribute: Fire
Level: 4
ATK: 1,700
DEF: 1,000
Password: 13522325

Description: Special Summon this card by removing one Fire-Type Monster from your Graveyard. During your Battle Phase, the ATK of this Monster increases by 300 points.

Spirit of the Books



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,200
Password: 14037717

Description: This wise spirit dwells in books, using its accumulated knowledge to defeat enemies.

Spirit of the Breeze



Type: Fairy/Effect
Attribute: Wind
Level: 3
ATK: 0
DEF: 1,800
Password: 33530069

Description: As long as this card remains on the Field in face-up Attack Position, you gain 1,000 Life Points in each of your Standby Phases.

Spirit of the Harp



Type: Fairy
Attribute: Light
Level: 4
ATK: 800
DEF: 2,000
Password: 80770678

Description: A spirit that soothes the soul with the music of its heavenly harp.

Spirit of the Mountain



Type: Spellcaster
Attribute: Earth
Level: 5
ATK: 1,300
DEF: 1,800
Password: 34690319

Description: Those who hear the whistle of this creature suffer a heavy power loss.



Spirit of the Winds



Type: Spellcaster
Attribute: Wind
Level: 5
ATK: 1,700
DEF: 1,400
Password: 54615781

Description: A spirit of the wind that calls up a storm when it's in a bad mood.

Spiritualism



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 15855454

Description: Return one Magic or Trap Card on your opponent's side of the Field to his or her hand. This card cannot be negated or deactivated by any other card.

Stain Storm



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 21323861

Description: Destroys all Machine-Type Monsters on the Field.

St. Joan



Type: Fairy/Psion
Attribute: Light
Level: 7
ATK: 2,800
DEF: 2,000
Password: 21175632

Description: The Forgiving Maiden + Marie the Fallen One.

Star Boy



Type: Aqua/Effect
Attribute: Water
Level: 2
ATK: 550
DEF: 500
Password: 08201910

Description: As long as this card remains face-up on the Field, increase the ATK of all Water-Type Monsters by 500 points and decrease the ATK of all Fire-Type Monsters by 400 points.

Steel Ogre Grotto #1



Type: Machine
Attribute: Earth
Level: 5
ATK: 1,400
DEF: 1,800
Password: 29172562

Description: A steel idol worshipped in the Land of Machines.

Steel Ogre Grotto #2



Type: Machine
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 2,200
Password: 90908427

Description: A mechanized iron doll with tremendous strength.

Steel Scorpion



Type: Machine/Effect
Attribute: Earth
Level: 1
ATK: 250
DEF: 300
Password: 13599884

Description: A non-Machine-Type Monster attacking Steel Scorpion is destroyed at the end of your opponent's third turn after the attack.

Steel Shell



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 02370081

Description: A Water Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Stim-Pack



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 83224547

Description: A Monster equipped with this card increases its ATK by 700 points. Its ATK is then decreased by 200 points at each of its Standby Phases.

Stone Armadiller



Type: Rock
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,200
Password: 63432835

Description: With a body armored by rock-hard fur, this Monster features excellent defense capabilities.

Stone D.



Type: Rock
Attribute: Earth
Level: 7
ATK: 2,000
DEF: 2,300
Password: 68171737

Description: A dragon formed by huge boulders that are also used to attack the enemy.



Stone Ghost



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 72269672

Description: With a head that erupts when angered, this Monster launches a dangerous shower of boulders.

Stone Ogre Grotto



Type: Rock
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,500
Password: 15023985

Description: A behemoth shaped by giant boulders.

Stop Defense



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 63102017

Description: Select one of your opponent's Monsters and switch it to Attack Position. If the card is face-down, flip it face-up. If the card has a Flip Effect, it is activated immediately.

Stuffed Animal



Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 71068263

Description: It may look like a harmless stuffed animal, but its zipper mouth deals a deadly bite.

Succubus Knight



Type: Warrior
Attribute: Dark
Level: 5
ATK: 1,650
DEF: 1,300
Password: 55291359

Description: An unworthy warrior wizard adept in casting bone-chilling spells.

Suijin



Type: Aqua/Effect
Attribute: Water
Level: 7
ATK: 2,500
DEF: 2,400
Password: N/A

Description: Reduce the ATK of an opponent's Monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Summoned Skull



Type: Fiend
Attribute: Dark
Level: 6
ATK: 2,500
DEF: 1,200
Password: 70781052

Description: A fiend with the dark powers for confusing the enemy. Among the Fiend-Type Monsters, this Monster boasts considerable force.

Summoner of Illusions



Type: Spellcaster/Effect
Attribute: Light
Level: 3
ATK: 800
DEF: 900
Password: 14644902

Description: Flip Effect: Offer one of your Monster Cards as a Tribute (not this one). You can Special Summon one Fusion Monster Card from your Fusion Deck. The Fusion Monster is destroyed at the end of the turn.

Super War-Lion



Type: Beast/Ritual
Attribute: Earth
Level: 7
ATK: 2,300
DEF: 2,100
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, War-Lion Ritual. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.

Supply



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 800
Password: 44072694

Description: Flip Effect: Return two Fusion-Material Monsters that were sent to the Graveyard as a result of a Fusion Summon to your hand.

Supporter in the Shadows



Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 1,000
Password: 41422426

Description: A cute little elf that hides in the shadows and provides spiritual support.

Swamp Battleguard



Type: Warrior/Effect
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,500
Password: 40453765

Description: Increase the ATK of this Monster by 500 points for every face-up Lava Battleguard on your side of the Field.





Sword Arm of Dragon



Type: Dinosaur
Attribute: Earth
Level: 6
ATK: 1,750
DEF: 2,030
Password: 13069066

Description: Its body is covered in sword-like thorns, and nothing dares stand in the way of this charging Monster.

Sword Hunter



Type: Warrior/Effect
Attribute: Earth
Level: 7
ATK: 2,450
DEF: 1,700
Password: 51345461

Description: A Monster destroyed by this card becomes an Equip Magic Card. Equip Sword Hunter with the card to increase the ATK of this Monster by 200 points. The equipped card remains on the Field until this card is destroyed.

Sword of Dark Destruction



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 37120512

Description: A Dark-Type Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Sword of Deep-Seated



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 98495314

Description: A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on top of your Deck.

Sword of Dragon's Soul



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 61405855

Description: This card can only be used to equip a Warrior-Type Monster, increasing its ATK by 700 points. Any Dragon-Type Monster battling a Monster equipped with this card is automatically destroyed at the end of a Battle Phase, regardless of ATK/DEF. (Damage calculations are applied normally.)

Swordsman from a Foreign Land



Type: Warrior/Effect
Attribute: Earth
Level: 1
ATK: 250
DEF: 250
Password: 85255530

Description: A Monster attacked by this card is destroyed at the End Phase of the fifth turn after the attack.

Swordsman of Landstar



Type: Warrior
Attribute: Earth
Level: 8
ATK: 500
DEF: 1,200
Password: 5573512

Description: An amateur with a sword, this fairy warrior relies on its mysterious powers.

Swords of Revealing Light



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 72302403

Description: Counting from your opponent's turn, none of your opponent's Monsters can attack for three turns of his or her own. When this card is activated, opponent's face-down Monsters at that time are turned face-up, but remain in Defense Position. Any effects the Monsters may have are immediately activated.

Swordstalker



Type: Warrior
Attribute: Dark
Level: 6
ATK: 2,000
DEF: 1,600
Password: 50005633

Description: A Monster formed by the vengeful souls of those who passed away in battle.

Synchar



Type: Beast
Attribute: Earth
Level: 3
ATK: 800
DEF: 900
Password: 75646173

Description: This two-headed creature spits laser blasts at its enemies.

Tailor of the Fickle



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 43641473

Description: Select one Equip Card and switch it to another correct target.

Tainted Wisdom



Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 1,250
DEF: 800
Password: 28725004

Description: When this card is changed from Attack Position to Defense Position, shuffle your own Deck.



Takriminos



Type: Sea Serpent
Attribute: Water
Level: 4
ATK: 1,500
DEF: 1,200
Password: 44073668

Description: A member of a race of sea serpents that freely travels through the sea.

Takuhee



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,450
DEF: 1,000
Password: 03170832

Description: This bird is known far and wide as a harbinger of doom.

Tao the Chanter



Type: Spellcaster
Attribute: Tanti
Level: 3
ATK: 1,200
DEF: 900
Password: 46247516

Description: Master of Yin and Yang, this wizard handles a delicate balance of spells and counter spells.

Tatsunootoshigo



Type: Beast
Attribute: Earth
Level: 5
ATK: 1,350
DEF: 1,600
Password: 47922711

Description: A stallion-fish that races across the ocean floor.

Temple of Skulls



Type: Zombie
Attribute: Dark
Level: 4
ATK: 900
DEF: 1,300
Password: 00732302

Description: A mysterious temple of skulls and bones that sucks in the unwary.

Tenderness



Type: Fairy
Attribute: Light
Level: 3
ATK: 700
DEF: 1,400
Password: 57935140

Description: An adorable fairy that celebrates the gift of love.

Tentacle Plant



Type: Plant
Attribute: Water
Level: 2
ATK: 900
DEF: 600
Password: 60715406

Description: This Monster reaches out with a long blue tendril and grabs anything that wanders nearby.

Terra the Terrible



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,300
Password: 63308047

Description: Known as a swamp dweller, this creature is a minion of the dark forces.

That Which Feeds on Life



Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,200
DEF: 1,000
Password: 52367652

Description: A Monster that feeds on the energy of other creatures.

The 13th Grave



Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,200
DEF: 900
Password: 00032864

Description: A zombie that suddenly appears from plot #13—an empty grave.

The All-Seeing White Tiger



Type: Beast
Attribute: Mind
Level: 5
ATK: 1,300
DEF: 500
Password: 32269855

Description: A proud ruler of the jungle that some fear and others respect.

The Bewitching Phantom Thief



Type: Spellcaster
Attribute: Dark
Level: 2
ATK: 700
DEF: 700
Password: 24348204

Description: An elegant thief with a black cloak that charms its enemies.





The Bistro Butcher



Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 1,800
DEF: 1,000
Password: 71107816

Description: When this card inflicts damage on your opponent, your opponent must draw two cards from his or her Deck.

The Cheerful Coffin



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 41142615

Description: You can discard up to three Monster Cards from your hand to the Graveyard.

The Dark Door



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 30606547

Description: Players can only attack with one Monster during their respective Battle Phases

The Ordek



Type: Fiend
Attribute: Dark
Level: 3
ATK: 700
DEF: 800
Password: 08944575

Description: A bipedal eyeball that seldom misses an enemy with its lethal talons.

The Earl of Demise



Type: Fiend
Attribute: Dark
Level: 3
ATK: 2,000
DEF: 700
Password: 66989694

Description: This gentlemanly creature is extremely wicked, feared by man and fiend alike.

The Emperor's Holiday



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 68400115

Description: Deactivates the effects of all Equip Cards.

The Eye of Truth



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 34694160

Description: As long as this card remains face-up on the Field, your opponent must show his or her hand. Your opponent increases his or her Life Points by 1,000 points at each of his or her Standby Phases if he/she has a Magic Card in his or her hand.

The Fiend Megacyber



Type: Warrior/Effect
Attribute: Dark
Level: 6
ATK: 2,200
DEF: 1,200
Password: 66362965

Description: If your opponent has two or more Monsters on the Field than you, you can summon this card without offering any Tributes.

The Forceful Sentry



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 42829885

Description: Look at your opponent's hand, then select one card and return it to his or her Deck. The Deck is then shuffled.

The Forgiving Maiden



Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 850
DEF: 2,000
Passwords: 84080938

Description: If this card is face-up, offer it as a Tribute to return to your hand one Monster destroyed in battle this turn.

The Furious Sea King



Type: Aqua
Attribute: Water
Level: 8
ATK: 800
DEF: 700
Password: 18710707

Description: Grand King of the Seven Seas, he's able to summon massive tidal waves to drown the enemy.

The Gross Ghost of Fled Dreams



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,800
Password: 68049471

Description: This Monster feeds on the dreams of an unwary sleeper, dragging the victim into eternal slumber.



The Immortal of Thunder



Type: Thunder/Effect
Attribute: Light
Level: 4
ATK: 1,500
DEF: 1,300
Password: 84926738

Description: Flip Effect: You gain 3,000 Life Points. After this card is flipped, you lose 5,000 Life Points when it is sent from the Field to the Graveyard.

The Inexperienced Spy



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 81820689

Description: Select and see one card in your opponent's hand.

The Judgment Hand



Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 700
Password: 28003512

Description: An all-powerful hand that delivers ruthless attacks.

The Last Warrior from Another Planet



Type: Warrior/Fusion
Attribute: Earth
Level: 7
ATK: 2,350
DEF: 2,300
Password: 86099788

Description: Zombiyr the Dark + Maryokutai. When this card is Special Summoned, destroy all of your Monsters on the Field. As long as this card remains on the Field, neither you nor your opponent can summon a Monster (including Flip Summon or Special Summon).

The Legendary Fisherman



Type: Warrior/Effect
Attribute: Water
Level: 5
ATK: 1,850
DEF: 1,600
Password: 03643300

Description: When Umi is face-up on the Field, this card is unaffected by any Magic Cards and cannot be attacked by your opponent's Monsters.

The Little Swordsman of Aile



Type: Warrior/Effect
Attribute: Water
Level: 3
ATK: 800
DEF: 1,300
Password: 25109950

Description: Offer one Monster on your side of the Field as a Tribute to increase this Monster's ATK by 700 points until the end of the turn.

The Masked Beast



Type: Fiend/Ritual
Attribute: Dark
Level: 8
ATK: 3,200
DEF: 1,800
Password: 49064413

Description: This Monster is summoned with the Ritual Magic Card, Curse of the Masked Beast. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as a Tribute.

The Melting Red Shadow



Type: Aqua
Attribute: Water
Level: 2
ATK: 500
DEF: 700
Password: 98898173

Description: This Monster melts away to materialize under its enemies, taking them by surprise.

The Portrait's Secret



Type: Fiend
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,500
Password: 32541773

Description: A portrait cursed by the artist, it is said to bring ill fortune to anyone who owns it.

The Regulation of Tribe



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 00299499

Description: Select one Type of Monster. Any Monster of the selected Type cannot attack. To keep this card in effect, you must offer one Monster from the Field as a Tribute at each of your Standby Phases. If you cannot, this card is destroyed.

The Reliable Guardian



Type: Magic/Quick-Play
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 16430187

Description: During the turn this card is activated, increase one Monster's DEF by 700 points.

The Rock Spirit



Type: Rock/Effect
Attribute: Earth
Level: 4
ATK: 1,700
DEF: 1,000
Password: 76305638

Description: Special Summon this card by removing one Earth-Type Monster from your Graveyard. The ATK of this Monster increases by 300 points during your opponent's Battle Phase.





The Shadow Who Controls the Dark



Type: Field
Attribute: Dark
Level: 3
ATK: 800
DEF: 700
Password: 63125616

Description: A shadow that dwells in the dark, paralyzing its opponents and rendering them harmless.

The Shallow Grave



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 43434803

Description: Each player takes one Monster Card from his or her respective Graveyard and Special Summons them on the Field in face-down Defensive Position.

The Snake Hair



Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 1,200
Password: 29491031

Description: A Monster with a head of poisonous snakes. One look from this Monster can turn an opponent to stone.

The Statue of Easter Island



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,100
DEF: 1,400
Password: 10262698

Description: A stone monument from Easter Island that launches laser blasts from its rock-hewn lips.

The Stern Mystic



Type: Spellcaster/Effect
Attribute: Light
Level: 4
ATK: 1,500
DEF: 1,200
Password: 87557188

Description: Flip Effect: All face-down cards on the Field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up.

The Thing That Hides in the Mud



Type: Rock
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,300
Password: 18180762

Description: This Monster melts its way underground to attack enemies from below.

The Unfriendly Amazon



Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 2,000
DEF: 1,000
Password: 65475294

Description: At each of your Standby Phases, offer one of your Monsters on the Field as a Tribute. If you cannot do so, destroy this card.

The Unhappy Maiden



Type: Spellcaster/Effect
Attribute: Light
Level: 3
ATK: 0
DEF: 100
Password: 51275027

Description: When this card is sent to the Graveyard as a result of battle, The Battle Phase for that turn ends immediately.

The Wandering Doomed



Type: Zombie
Attribute: Dark
Level: 2
ATK: 800
DEF: 600
Password: 93788854

Description: A zombie that wanders the edges of the Netherworld.

The Wicked Worm Beast



Type: Beast/Effect
Attribute: Earth
Level: 3
ATK: 1,400
DEF: 700
Password: 06285791

Description: This card is returned to your hand at the end of your turn.

Thousand Dragon



Type: Dragon/Fusion
Attribute: Wind
Level: 7
ATK: 2,400
DEF: 2,000
Password: N/A

Description: Time Wizard + Baby Dragon.

Thousand-Eyes Idol



Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 0
DEF: 0
Password: 27125110

Description: A wicked entity that controls the hearts of men, its thousand eyes are able to see and expand the negative influences in an individual's soul.



Thousand-Eyes Restrict



Type: Spellcaster/Fusion
Attribute: Dark
Level: 4
ATK: 0
DEF: 0
Password: 63519819

Description: Reincorporated • Thousand-Eyes Restrict. As long as this card remains face-up on the Field, other Monsters cannot change their positions or attack. This Monster can take on the ATK and DEF of one opponent's Monster on the Field. It can also take on the ATK and DEF of 0. Treat the selected Monster as an Equip Magic Card and use it to equip Thousand-Eyes Restrict. You may use this effect only once per turn and can equip Thousand-Eyes Restrict with only 1 Monster at a time.

Thousand Knives



Type: Magic
Attribute: Magic
Level: 4
ATK: 1,000
DEF: 1,000
Password: 63391643

Description: If you have Dark Magician face-up on your side of the Field, you can destroy one of your opponent's Monsters.

Three-Headed Geedo



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,400
Password: 78423643

Description: A three-headed nocturnal Monster that is absolutely ruthless when fighting.

Three-Legged Zombies



Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,100
DEF: 800
Password: 33734439

Description: A pair of friendly skeletons, lean and fat, that travel with extreme difficulty.

Thunder Dragon



Type: Thunder/Effect
Attribute: Light
Level: 5
ATK: 1,600
DEF: 1,500
Password: 31786629

Description: Discard the card from your hand to the Graveyard to add up to two Thunder Dragon Cards from your Deck to your Hand. Your Deck is then shuffled. This effect is activated only during a Main Phase.

Tiger Axe



Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,100
Password: 49791927

Description: A fast and powerful axe-wielding Beast-Warrior.

Time Seal



Type: Trap
Attribute: Trap
Level: 1
ATK: 0
DEF: 0
Password: 35316708

Description: Your opponent skips the Draw Phase of his or her next turn.

Time Wizard



Type: Spellcaster/Effect
Attribute: Light
Level: 2
ATK: 500
DEF: 400
Password: 71625222

Description: Toss a coin and call heads or tails. If you call it right, your opponent's Monsters on the Field are destroyed. If you call it wrong, your own Monsters on the Field are destroyed and you lose Life Points equal to half the total ATK of the destroyed Monsters. This card can be used only during your own turn, once per turn.

Toad Master



Type: Aqua
Attribute: Water
Level: 3
ATK: 1,000
DEF: 1,000
Password: 62671448

Description: A hermit frog that has been in existence for thousands of years, it attacks with tadpoles.

Togex



Type: Beast
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,800
Password: 33878931

Description: An agile Monster that rolls up to ram its opponents.

Toll



Type: Magic/Permanent
Attribute: Magic
Level: 1
ATK: 0
DEF: 0
Password: 82003859

Description: As long as this card remains face-up on the Field, both you and your opponent must pay 500 Life Points per Monster to attack.





Tomozaurus



Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 600
DEF: 400
Password: 46457856

Description: Small but vicious, this Monster even attacks its own kind.

Tongyo



Type: Fish
Attribute: Water
Level: 4
ATK: 1,350
DEF: 800
Password: 69572024

Description: This Monster captures other fish with its long tongue and sucks the energy out of them.

Toon Alligator



Type: Reptile
Attribute: Water
Level: 4
ATK: 800
DEF: 1,600
Password: 59383041

Description: An alligator Monster straight from the cartoons.

Toon Mermaid



Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,500
Password: 65458948

Description: This card cannot be summoned unless Toon World is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When Toon World is destroyed, this card is also destroyed. If your opponent doesn't control a Toon Monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon Monster is on your opponent's side of the Field, your attacks must target the Toon Monster.

Toon Summoned Skull



Type: Fiend/Effect
Attribute: Dark
Level: 8
ATK: 2,500
DEF: 1,200
Password: 91842653

Description: This card cannot be summoned unless Toon World is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When Toon World is destroyed, this card is also destroyed. If your opponent doesn't control a Toon Monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon Monster is on your opponent's side of the Field, your attacks must target the Toon Monster.

Toon World



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 15259703

Description: Activate this card by paying 1,000 of your Life Points.

Torike



Type: Beast
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 600
Password: 80813021

Description: Although it's a poor defender, this Monster's sharp horn gives it an edge when attacking.

Tornado Bird



Type: Winged Beast/Effect
Attribute: Wind
Level: 4
ATK: 1,100
DEF: 1,000
Password: 71283180

Description: Flip Effect: Return two Magic or Trap Cards on the Field to their owners' hands.

Tornado Wall



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 18605135

Description: As long as Umi remains face-up on the Field, any damage this Monster takes is reduced to 0. This card is destroyed when Umi is removed from the Field.

Torrential Tribute



Type: Trap
Attribute: Water
Level: —
ATK: —
DEF: —
Password: 53582587

Description: You can activate this card when a Monster is summoned (Flip Summon and Special Summon included). Destroy all Monsters on the Field.

Total Defense Shogun



Type: Warrior/Effect
Attribute: Dark
Level: 6
ATK: 1,550
DEF: 2,500
Password: 75372290

Description: When this card is summoned (excluding Special Summon), it is placed on the Field in Defense Position. This card can attack without being shifted to Attack Position. Damage results are calculated normally.

Trakadon



Type: Dinosaur
Attribute: Earth
Level: 8
ATK: 1,300
DEF: 800
Password: 42348802

Description: A tiger-striped dragon that is often seen racing across the wasteland at tremendous speeds.



Trap Hole



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 04206964

Description: If the ATK of a Monster summoned by your opponent (excluding Special Summon) is 1,000 points or more, the Monster is destroyed.

Trap Master



Type: Warrior/Effect
Attribute: Earth
Level: 8
ATK: 500
DEF: 1,100
Password: 46461247

Description: Flip Effect: Destroys one Trap Card on the field. If this card's target is face-down, flip face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Tremendous Fire



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 46918794

Description: Inflicts 1,000 points of Direct Damage to your opponent's Life Points and 500 points of Direct Damage to your Life Points.

Trent



Type: Plant
Attribute: Earth
Level: 5
ATK: 1,500
DEF: 1,800
Password: 78780140

Description: A guardian of the woods, this massive tree is believed to be immortal.

Trial of Nightmare



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 900
Password: 77827521

Description: This fiend passes judgment on enemies locked in coffins.

Tribute to The Doomed



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 79759861

Description: Discard one card from your hand to the Graveyard to destroy one Monster Card on the Field (regardless of its position).

Tri-Horned Dragon



Type: Dragon
Attribute: Dark
Level: 8
ATK: 2,850
DEF: 2,350
Password: N/A

Description: An unworthy dragon with three sharp horns sprouting from its head.

Trippwire Beast



Type: Thunder
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,300
Password: 45042329

Description: This creature attacks with electromagnetic waves.

Turtle Bird



Type: Aqua
Attribute: Water
Level: 6
ATK: 1,900
DEF: 1,700
Password: 72929454

Description: An unusual turtle that not only swims at tremendous speeds, but can also sail across the skies.

Turtle Oath



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to Ritual Summon Crab Turtle. You must also offer Monsters whose total Star Levels equal 8 or more as a Tribute from the Field or your hand.

Turtle Raccoon



Type: Aqua
Attribute: Water
Level: 3
ATK: 700
DEF: 900
Password: 17441953

Description: A cunning raccoon protected by a solid turtle shell, it attacks with deception.

Turtle Tiger



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,600
DEF: 1,500
Password: 37313348

Description: A tiger encased in a protective shell that attacks with razor-sharp fangs.



Turu-Purun



Type: Aqua
Attribute: Water
Level: 2
ATK: 450
DEF: 500
Password: 59053232

Description: A strange, one-eyed Monster that can fell an enemy with a single stab of its spear.

Twin-Headed Fire Dragon



Type: Pyro
Attribute: Fire
Level: 6
ATK: 2,200
DEF: 1,700
Password: 78984772

Description: Two dragons fused as one from the effects of the Big Bang.

Twin-Headed Thunder Dragon



Type: Thunder/Fusion
Attribute: Light
Level: 7
ATK: 2,800
DEF: 2,100
Password: 54752875

Description: Thunder Dragon + Thunder Dragon.

Twin Long Rods #1



Type: Aqua
Attribute: Water
Level: 3
ATK: 900
DEF: 700
Password: 29692206

Description: With whip-like arms, this creature can attack enemies from a distance.

Twin Long Rods #2



Type: Aqua
Attribute: Water
Level: 3
ATK: 850
DEF: 700
Password: 78984772

Description: An amphibious creature with two whip-like tails.

Two-Headed King Rex



Type: Dinosaur
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 1,200
Password: 94119974

Description: A powerful Monster whose two heads attack as one.

Two-Mouth Darkruler



Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 900
DEF: 700
Password: 57305373

Description: A dinosaur with two deadly jaws, it stores electricity in its horn and releases high voltage bolts from the mouth on its back.

Two-Pronged Attack



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 83887306

Description: Select and destroy two of your Monsters and one of your opponent's Monsters.

Tyhone



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,200
DEF: 1,400
Password: 72842870

Description: Capable of firing cannonballs from its mouth for long-range attacks, this creature is particularly effective in mountain battles.

Tyhone #2



Type: Dragon
Attribute: Fire
Level: 6
ATK: 1,700
DEF: 1,900
Password: 56789759

Description: A crimson dragon that spits fireballs to create a blazing sea of fire.

Type Zero Magic Crusher



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 21237481

Description: For each Magic Card that you discard from your hand, inflict 500 points of Direct Damage to your opponent's Life Points.

UFO Turtle



Type: Machine/Effect
Attribute: Fire
Level: 4
ATK: 1,400
DEF: 1,200
Password: 60806437

Description: When this card is sent to the Graveyard as a result of battle, you may select one Fire-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute required for Monsters of Level 5 or higher). The Deck is then shuffled.



Ultimate Offering



Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 80604091

Description: At the cost of 500 Life Points per Monster, a player is allowed an extra Normal Summon or Set.

Umi



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 22702055

Description: Increases the ATK and DEF of all Fish-, Sea Serpent-, Thunder-, and Aqua-Type Monsters by 200 points. Also decreases the ATK and DEF of all Machine- and Pyro-Type Monsters by 200 points.

Umliruka



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 82999629

Description: Increases the ATK of all Water-Type Monsters by 500 points and decreases their DEF by 400 points.

United We Stand



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 56747793

Description: For every face-up Monster you control, increase the ATK and DEF of Monsters equipped with this card by 800 points.

Unknown Warrior of Fiend



Type: Warrior
Attribute: Dark
Level: 5
ATK: 1,000
DEF: 500
Password: 97360116

Description: The speed of this Warrior creates an intense vacuum that can slice through a Monster's hide.

Upstart Goblin



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 70368879

Description: Draw one card from your Deck. Your opponent gains 1,000 Life Points.

Uraby



Type: Dinosaur
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 800
Password: 01784619

Description: Fast on its feet, this dinosaur rips enemies to shreds with its sharp claws.

Ushi Oni



Type: Fiend
Attribute: Dark
Level: 6
ATK: 2,150
DEF: 1,950
Password: 48649353

Description: A bull fiend restored by the dark arts, this Monster appears out of a jar.

Valkyrieon the Magna Warrior



Type: Rock/Effect
Attribute: Earth
Level: 8
ATK: 3,500
DEF: 3,850
Password: 75347539

Description: You may Special Summon this card by offering Alpha The Magnet Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior from your hand on the field as a Tribute. If Alpha The Magnet Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior are in your Graveyard, you can offer this card as a Tribute to Special Summon these 3 cards to the field.

Vengeful Bog Spirit



Type: Magic/Permanent
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 95220856

Description: No Monster on the Field can attack in the same turn that it is summoned (includes Flip Summon and Special Summon).

Vermillion Sparrow



Type: Pyro/Fusion
Attribute: Fire
Level: 3
ATK: 1,900
DEF: 1,500
Password: 35752363

Description: Rhaimundos of the Red Sword + Fireyaru.

Versago the Destroyer



Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 1,100
DEF: 900
Password: 50259460

Description: You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monster in the current Fusion.





Vile Germs



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 39774685

Description: A Plant-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Violent Rain



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,550
DEF: 800
Password: 94042337

Description: This Monster can call up sudden torrents of battering rain.

Violet Crystal



Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 15052462

Description: A Zombie-Type Monster equipped with this card increases its ATK and DEF by 300 points.

Vishwar Randi



Type: Warrior
Attribute: Dark
Level: 3
ATK: 900
DEF: 700
Password: 78556320

Description: This lady warrior with unquenchable bloodthirst serves the forces of darkness.

Vorse Raider



Type: Beast-Warrior
Attribute: Dark
Level: 4
ATK: 1,900
DEF: 1,200
Password: 14898066

Description: The axe in the hand of this evil animal has tasted the blood of many Monsters.

Waboku



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 12607053

Description: Any damage inflicted by an opponent's Monster is decreased to 0 during the turn this card is activated.

Wall of Illusion



Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 1,000
DEF: 1,850
Password: 13945283

Description: The Monster attacking this card is returned to its owner's hand. Any damage resulting from the attack is calculated normally.

Wall Shadow



Type: Warrior/Effect
Attribute: Dark
Level: 7
ATK: 1,600
DEF: 3,000
Password: N/A

Description: You cannot Normal Summon this Monster. This card can only be Special Summoned by offering Labyrinth Wall equipped with Magical Labyrinth as a Tribute. No other Tribute Monsters are necessary.

War-Lion Ritual



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Super War-Lion. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the field or your hand.

Warrior Elimination



Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 90873992

Description: Destroys all Warrior-Type Monsters on the Field.

Warrior of Tradition



Type: Warrior/Fusion
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 1,700
Password: 56413937

Description: Sonic Maid + Beautiful Headhuntsress.

Wasteland



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 23424603

Description: Increases the ATK and DEF of Dinosaur-, Zombie-, and Rock-Type Monsters by 200 points.



Waterdragon Fairy



Type: Aqua
Attribute: Water
Level: 3
ATK: 1,100
DEF: 700
Password: 60836598

Description: A water fairy that is said to be able to summon a giant sea serpent.

Water Element



Type: Aqua
Attribute: Water
Level: 3
ATK: 900
DEF: 700
Password: 03732747

Description: A spirit that dwells in water, this creature generates a mist to cloud the vision of foes.

Water Girl



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,250
DEF: 1,000
Password: 55014050

Description: A lovely lady who can launch water projectiles that turn into lethal ice spikes before they reach an opponent.

Water Magician



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,000
Password: 93343894

Description: This Monster swamps an opponent with an almost endless supply of water.

Water Omotics



Type: Aqua
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,200
Password: 02483611

Description: Transforms the water overflowing from a jar into attacking dragons.

Weather Control



Type: Fairy
Attribute: Light
Level: 2
ATK: 600
DEF: 400
Password: 37243151

Description: This creature controls the weather and is often the cause of mountain storms.

Weather Report



Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 950
DEF: 1,500
Password: 72053645

Description: Flip Effect: Destroys all opponent's face-up Swords of Revealing Light on the Field. If Swords of Revealing Light is destroyed, you can perform your Battle Phase twice this turn (or your next turn, if activated during opponent's turn).

Wetha



Type: Aqua
Attribute: Water
Level: 5
ATK: 1,000
DEF: 900
Password: 90643568

Description: A spirit that controls the rain and is capable of summoning hurricanes to blow the enemy away.

Whiptail Crow



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,650
DEF: 1,600
Password: 91996584

Description: Attacks from the skies with a whip-like tail.

White Dolphin



Type: Fish
Attribute: Water
Level: 2
ATK: 300
DEF: 400
Password: 92409659

Description: A white dolphin with a horn that summons huge tidal waves.

White Hole



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 43487744

Description: When your opponent plays Dark Hole, the Monsters on your side of the Field are not destroyed.

White Magical Hat



Type: Spellcaster/Effect
Attribute: Light
Level: 5
ATK: 1,000
DEF: 700
Password: 15150365

Description: When this card inflicts damage to your opponent's Life Points, one card must be discarded randomly from your opponent's hand to the Graveyard.





Wicked Dragon with the Ersatz Head



Type: Dragon
Attribute: Wind
Level: 3
ATK: 900
DEF: 900
Password: 02957055

Description: A two-headed dragon with a pair of jaws that can tear an enemy to shreds.

Wicked Mirror



Type: Fiend
Attribute: Dark
Level: 2
ATK: 700
DEF: 600
Password: 15150371

Description: A wicked mirror that hypnotizes enemies, diverting attacks from their intended targets.

Widespread Ruin



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 77754944

Description: When your opponent attacks with a Monster, destroy his or her Attack Position Monster with the highest ATK.

Wilnee



Type: Beast
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,200
Password: 92391084

Description: A rabid rabbit that tears its way through opposition with its sharp claws.

Windstorm of Etaqua



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 59744639

Description: Shift the position of all your opponent's face-up Monster Cards on the Field to the opposite position (Defense Position to Attack Position or vice versa).

Wing Eagle



Type: Winged Beast
Attribute: Wind
Level: 5
ATK: 1,800
DEF: 1,500
Password: 47319141

Description: The flying creature never misses an intended target.

Winged Cleaver



Type: Insect
Attribute: Earth
Level: 2
ATK: 700
DEF: 700
Password: 39175982

Description: Few can withstand the scythe-like arms of this creature.

Winged Dragon, Guardian of the Fortress #1



Type: Dragon
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,200
Password: 87796900

Description: This Monster's wings are capable of generating tornadoes.

Winged Dragon, Guardian of the Fortress #2



Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,200
DEF: 1,000
Password: 57405307

Description: A dragon commonly found guarding mountain fortresses. Its signature attack is a sweeping dive from out of the blue.

Winged Egg of New Life



Type: Fairy
Attribute: Light
Level: 5
ATK: 1,400
DEF: 1,700
Password: 42418084

Description: Legend has it that this creature can foretell the births of children.

Wing Egg Elf



Type: Fairy
Attribute: Light
Level: 5
ATK: 500
DEF: 1,300
Password: 98582704

Description: This fairy in an eggshell uses massive wings to blow back almost any projectile attack.

Wings of Wicked Flame



Type: Pyro
Attribute: Fire
Level: 2
ATK: 700
DEF: 600
Password: 92944626

Description: Crimson wings of fire make this a very lethal creature.



Wingweaver



Type: Fairy
Attribute: Light
Level: 7
ATK: 2,750
DEF: 2,400
Password: 31447217

Description: A six-winged fairy who prays for peace and hope.

Witch of the Black Forest



Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 1,100
DEF: 1,200
Password: 78010363

Description: When this card is sent from the Field to the Graveyard, move one Monster with a DEF of 1,500 or less from your Deck to your hand. Your Deck is then shuffled.

Witch's Apprentice



Type: Spellcaster/Effect
Attribute: Dark
Level: 2
ATK: 550
DEF: 500
Password: 80741828

Description: As long as this card remains face-up on the Field, increase the ATK of all Dark-Type Monsters by 500 points and decrease the ATK of all Light-Type Monsters by 400 points.

Witty Phantom



Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,300
Password: 36304921

Description: Dressed in a night-black tuxedo, this creature presides over the darkness.

Wodan the Resident of the Forest



Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 900
DEF: 1,200
Password: 42883273

Description: Increase this card's ATK by 100 points for every Plant-Type Monster that is face-up on the Field.

Wolf



Type: Beast
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 800
Password: 49417509

Description: A rare wolf that can follow the slightest scent of an enemy.

Wood Clown



Type: Warrior
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,200
Password: 17511156

Description: A creature with a wicked smile and a lethal sickle.

Wood Remains



Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 900
Password: 17733394

Description: A living corpse of wood re-animated by the powers of darkness.

World Suppression



Type: Trap
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 12253117

Description: You can activate this card when a Field Magic Card is activated. Negate the Field Magic Card during the turn this card is activated.

Worm Drake



Type: Reptile
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,500
Password: 73216412

Description: Once this Monster wraps itself around a victim, there is no escape.

Wow Warrior



Type: Fish
Attribute: Water
Level: 4
ATK: 1,250
DEF: 900
Password: 69250536

Description: A fish with arms, legs, and some very sharp teeth.

Wretched Ghost of the Attic



Type: Fiend
Attribute: Dark
Level: 2
ATK: 550
DEF: 400
Password: 17238333

Description: A harmless Monster found in just about any attic.



Yado Karu



Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 900
DEF: 1,700
Password: 29380133

Description: When this card is changed from Defense Position to Attack Position, you can place any number of cards from your hand and the bottom of your Deck in any order you desire.

Yalba Robo



Type: Machine
Attribute: Dark
Level: 4
ATK: 1,000
DEF: 1,300
Password: 10315429

Description: A cubical machine equipped with cutting blades for shredding an opponent to mincemeat.

Yamadron



Type: Dragon
Attribute: Fire
Level: 5
ATK: 1,600
DEF: 1,800
Password: 70345785

Description: This Monster has three fire-breathing heads and can form a sea of blazing flames.

Yamatano Dragon Scroll



Type: Dragon
Attribute: Wind
Level: 2
ATK: 900
DEF: 300
Password: 76704943

Description: A dragon from the very scroll in which it was depicted.

Yami



Type: Magic/Field
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 59197169

Description: Increases the ATK and DEF of all Fiend- and Spellcaster-Type Monsters by 200 points. Also decreases the ATK and DEF of all Fairy-Type Monsters by 200 points.

Yaranzo



Type: Zombie
Attribute: Dark
Level: 6
ATK: 1,300
DEF: 1,500
Password: 71280811

Description: A treasure box containing a Monster that attacks any unwary bandit.

Yashinoki



Type: Plant
Attribute: Earth
Level: 1
ATK: 800
DEF: 600
Password: 41061625

Description: An intelligent palm tree that drops a hail of rock-hard coconuts on its enemies.

Yormungarde



Type: Reptile
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 17115745

Description: An extremely long snake that dwells in the world of myth.

Zanki



Type: Warrior
Attribute: Earth
Level: 8
ATK: 1,500
DEF: 1,700
Password: 30090452

Description: His swiftly drawn blade delivers quick and fatal damage.

Zarigun



Type: Aqua
Attribute: Water
Level: 2
ATK: 600
DEF: 700
Password: 10598400

Description: A lethal crawfish with extremely dangerous claws.

Zera Ritual



Type: Magic/Ritual
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: N/A

Description: This card is used to summon Zera The Mant. You must also offer Monsters whose total Star Levels equal 8 or more as a Tribute from the Field or your hand.

Zera The Mant



Type: Fiend/Ritual
Attribute: Dark
Level: 8
ATK: 2,800
DEF: 2,300
Password: N/A

Description: This Monster is summoned with the Ritual Magic Card, Zera Ritual. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.



Zoa



Type: Fiend
Attribute: Dark
Level: 7
ATK: 2,600
DEF: 1,900
Password: 24311372

Description: A Monster whose full potential can be achieved when outfitted with Metalmorph.

Zombie Warrior



Type: Zombie/Fusion
Attribute: Dark
Level: 7
ATK: 1,200
DEF: 900
Password: 31339260

Description: Skull Servant + Battle Warrior.

Zombyra the Dark



Type: Warrior/Effect
Attribute: Dark
Level: 8
ATK: 2,100
DEF: 500
Password: 88472456

Description: This card cannot attack a player directly. Each time it destroys a Monster in battle, the card's ATK decreases by 200 points.

Zone Eater



Type: Aqua/Effect
Attribute: Water
Level: 1
ATK: 250
DEF: 200
Password: 86100785

Description: A Monster attacked by this card will be destroyed at the End Phase of the fifth turn after the attack.





Booster Packs

Getting new cards is one of the most rewarding aspects of Dueling in *Stairway to the Destined Duel*. Getting the cards you want is even better. To improve your chances of doing that, we've listed all the cards available in all the game's booster packs. We also included the unlock conditions for the secret booster packs. Remember that every time you choose a booster pack, you get a random draw of five of the cards available in the pack.

Starting Booster Packs

Black Luster Soldier

Beasty Mirror Ritual
Black Luster Ritual
Black Luster Soldier
Chakra
Fiend's Mirror
Fortress Whale
Fortress Whale's Oath
Javelin Beetle
Javelin Beetle Pact
Novos's Prayer
Resurrection of Chakra
Skull Guardian
Super War-Lion
War-Lion Ritual
Zera Ritual
Zera The Mant



Cyber Harpie

Ancient Elf
Ancient Lizard Warrior
Armored Lizard
Barrel Lily
Bottom Dweller
Breath of Light
Crawling Dragon
D. Human
Dark Assailant
Deepsea Shark
Destroyer Golem
Dokuroizo the Grim Reaper
Doma The Angel of Silence
Electric Lizard
Elegant Egotist
Eradicating Aerosol
Eternal Draught
Fiend Reflection #1
Flame Viper
Great Bill
Ground Attacker Bugroth
Harpie Lady
Harpie Lady Sisters
Hunter Spider
Kaminari Attack
Kattapillar
Kojikocy
Magician of Faith
Mask of Darkness
Mega Thunderball
Morphinphen



Nelogal #1
Ocubeam
Ogre of the Black Shadow
Petit Moth
Pragtical
Right Leg of the Forbidden One
Rock Ogre Grotto #1
Stain Storm
Steel Scorpion
Summoned Skull
Tao the Chantier
Tongyoo
Trakadon
Trent
Warrior Elimination
Water Girl
Water Omotics
Winged Dragon, Guardian of the Fortress #1

Dark Magician

Air Marmot of Nefariousness
Beast Fangs
Blue-Eyes White Dragon
Book of Secret Arts
Candle of Fate
Curtain of the Dark Ones
Dark Gray
Dark Hole
Dark Magician
Eyesarmor
Fiend's Hand
Fire Reaper
Firegrass
Fissure
Gaia The Fierce Knight
Haniwa
Hitodenchak
Hitotsu-Me Giant
Hourglass of Life
Kagemusha of the Blue Flame
Kaminarikoizou
Kurama
LaLa Li-on
Legendary Sword
Mammoth Graveyard
Meotoko
Nemuriko
Petit Angel
Petit Dragon
Power of Kaishin
Raigeki
Red Medicine
Sectarian of Secrets
Silver Fang
Sparks
The Drdek
The Furious Sea King
Tomozaurus
Trap Hole
Violet Crystal
Wicked Mirror
Winged Cleaver



Gate Guardian Trio

Acid Crawler
Anti Raigeki
Armored Rat
Armored Zombie
B. Skull Dragon
Big Eye
Bio Plant
Blast Juggler
Call of the Dark
Change of Heart
Crow Goblin
Dark Rabbit
Dark Shade
Disk Magician
Dungeon Worm
Empress Judge
Feral Imp
Hibikime
Hyu
Hyosube
Jinzo #7
Killer Needle
Leghul
Leogun
Magical Ghost
Masked Sorcerer
Master & Expert
Mystic Lamp
Ooguchi
Pale Beast
Queen's Double
Rainbow Flower
Roaring Ocean Snake
Rose Spectre of Dunn
Rude Kaiser
Snakeyashi
Soul Release
The Cheerful Coffin
The Thing That Hides in the Mud
Toad Master
Tribute to The Doomed
Unknown Warrior of Fiend
White Magical Hat
Wing Egg Elf
Yaiba Robo





Great Moth

Air Eater
Baby Dragon
Battle Steer
Blackland Fire Dragon
Bladefly
Blue-Winged Crown
Bolt Escargot
Burglar
Cannon Soldier
Cyber Commander
Dice Armadillo
Dragon Piper
Flame Cerebrus
Giant Scorpion of the Tundra
Giga-tech Wolf
Giltia the D. Knight
Gokibore
Griffore
Guardian of the Labyrinth
Horn Imp
Horn of Heaven
Hoshinigen
Ice Water
Kanikabuto
Lady of Faith
Laughing Flower
Little Chimera
Lord of Zemia
Magic Jammer
Milus Radiant
Muka Muka
Musician King
Nekogal #2
Niawatori
Polymerization
Prisman
Protector of the Throne
Punished Eagle
Sangan
Sea King Dragon
Seven Tools of the Bandit
Shadow Ghoul
Shovel Crusher
Solemn Judgment
Star Boy
Tenderness
Thousand Dragon
Torike
Violent Rain
Witch of the Black Forest
Witch's Apprentice



Launcher Spider

7 Colored Fish
Akakiesu
Ancient Tool
Arlownay
Arma Knight
B. Dragon Jungle King
Barrel Dragon
Block Attack
Catapult Turtle
Clown Zombie
Crazy Fish
Cyber Saurus
Cyber Soldier
Dark Chimera
Dark Elf
Fiend Sword
Gatekeeper
Germ Infection
Ghoul with an Appetite
Giganto
Hero of the East
Illusionist Faceless Mage
Kuriboh
Labyrinth Tank
Launcher Spider
Lava Battleguard
Mirror Force
Monstrous Bird
Mushroom Man #2
Mystic Horseman
Paralyzing Potion
Pendulum Machine
Prevent Rat
Princess of Tsurugi
Rabid Horseman
Robbin' Goblin
Royal Guard
Saber Slasher
Saggi the Dark Clown
Shield & Sword
Swamp Battleguard
Sword of Deep-Seated
The Immortal of Thunder
The Unhappy Maiden
Thunder Dragon
Togex
Toon Alligator
Tremendous Fire
Twin-Headed Thunder Dragon
Waterdragon Fairy
Zanki



Mystical Elf

Armail
Blue-Eyed Silver Zombie
Claw Reacher
Curse of Dragon
Dark Energy
De-Spell
Dorover
Dragoness the Wicked Knight
Enchanting Mermaid
Final Flame
Goblin's Secret Remedy
Hard Armor
Holograh
Kamionwizard
Karbonala Warrior
Kumotoko
Larvas
Laser Cannon Armor
Machine Conversion Factory
Man Eater
Mavelus
Meda Bat
Monster Reborn
M-Warrior #1
M-Warrior #2
Mystical Elf
One-Eyed Shield Dragon
Raise Body Heat
Solitude
Spirit of the Harp
Stone Armadiller
Supporter in the Shadows
Swords of Revealing Light
Terra the Terrible
The Bewitching Phantom Fairy
Tyhone
Uraby
Vile Cerms
Wood Remains
Zombie Warrior



Red-Eyes B. Dragon

Akhihron
Ansatsu
Anthrosaurus
Armored Ninja
Armored Starfish
Barox
Beaver Warrior
Binding Chain
Darkworld Thorns
Dragon Treasure
Drooling Lizard
Eldene
Electro-Whip
Fireyaru
Flower Wolf
Follow Wind
Frenzied Panda
Gaia the Dragon Champion
Canigumo
Giant Mech-Soldier
Giant Soldier of Stone
Gravedigger Ghoul
Hane-Hane
Kamakiriman
Left Leg of the Forbidden One
Lesser Dragon
Mabarrel
Man-Eater Bug
Metal Dragon
Misainuzame
Mystical Moon
Pot of Greed
Rare Fish
Reaper of the Cards
Red-Eyes B. Dragon
Rogue Doll
Sand Stone
Silver Bow and Arrow
Skelengel
Skull Red Bird
Skull Stalker
Sleeping Lion
Spice Seara
Steel Ogre Grotto #1
Stop Defense
Succubus Knight
The Wandering Doomed
Tripwire Beast
Witty Phantom
Wretched Ghost of the Attic



Hidden Booster Packs

Blue-Eyes Ultimate Dragon



Unlock Condition:
Appears after you win a weekend Championship tournament.

Blue-Eyes Ultimate Dragon
Dark Magic Ritual
Firewing Pegasus
Magician of Black Chaos
Meteor B. Dragon
Meteor Dragon
Sengenjin
Serpent Night Dragon
Tri-Horned Dragon

Graceful Charity



Unlock Condition:
Appears after every three-game winning streak. Disappears if you lose.

Amphibious Bugroth
Axe Raider
Bean Soldier
Beastking of the Swamps
Beautiful Headhuntsress
Blue Medicine
Braccio-raids
Burning Spear
Call of the Grave
Cockroach Knight
Corroding Shark
Crawling Dragon #2
Crimson Sunbird
Cyber Soldier of Darkworld
Cyber-Stein
Dark-Piercing Light
Dragon Seeker
Dragon Zombie
Elf's Light
Exile of the Wicked
Fairly of the Fountain
Faith Bird
Fusion Sage
Garoozis
Gemini Elf
Giant Flea

Giant Red Seasnake
Goddess with the Third Eye
Graceful Charity
Greenkappa
Gust Fan
Hercules Beetle
Hourglass of Courage
Kairyu-Shin
Kaiser Dragon
Kuwwagata A
Kwagar Hercules
Last Day of Witch
Lord of the Lamp
Machine King
Magic Thorn
Maiden of the Moonlight
Mechanicalchaser
Monster Eye
Morphing Jar
Mystical Sheep #1
Needle Ball
Needle Worm
Oscillo Hero
Oscillo Hero #2
Parrot Dragon
Patrol Robo
Penguin Soldier
Queen of Autumn Leaves
Raimis
Restructer Revolution
Royal Decree
Shining Friendship
Sky Dragon
Sonic Maid
Soul Hunter
Soul of the Pure
Spirit of the Books
Steel Shell
Takuhees
The Judgment Hand
The Statue of Easter Island
The Wicked Worm Beast
Tiger Axe
Total Defense Shogun
Turtle Bird
Two-Headed King Rex
Ushi Oni
Versago the Destroyer
Warrior of Tradition
Water Magician
White Hole
Wing Eagle
Winged Dragon, Guardian of the Fortress #2
Wodan the Resident of the Forest
Wow Warrior

Barrel Dragon



Unlock Condition:
Appears once you have a Barrel Dragon in your Trunk.

7 Colored Fish
Ancient Brain
Baby Dragon
Barrel Dragon
Battle Steer
Bickuribox
Blackland Fire Dragon
Bladefly
Block Attack
Blue-Winged Crown
Cannon Soldier
Catapult Turtle
Crass Clown
Cyber Saurus
Dark Elf
Dragon Piper
Dream Clown
Flame Cerebrus
Garnecia Elefantis
Gazelle the King of Mythical Beasts
Germ Infection
Giga-tech Wolf
Giltia the D. Knight
Gryphon Wing
Guardian of the Labyrinth
Heavy Storm
Horn of Heaven
Hoshiningen
Illusionist Faceless Mage
Insect Soldiers of the Sky
Jellyfish
Jirai Gumo
King of Yamimakai
Kuriboh
Labyrinth Tank

Lady of Faith
Launcher Spider
Lava Battleguard
Little Chimera
Magic Jammer
Milus Radiant
Mirror Force
Muka Muka
Mushroom Man #2
Musician King
Mystic Horseman
Niawori
Paralyzing Potion
Prevent Rat
Princess of Tsurugi
Protector of the Throne
Punished Eagle
Rabid Horseman
Robbin' Goblin
Ryu-Kishin Powered
Saggi the Dark Clown
Sangan
Seven Tools of the Bandit
Shadow Ghoul
Share the Pain
Shield & Sword
Skull Knight
Solemn Judgment
Star Boy
Stim-Pack
Swamp Battleguard
Sword of Deep-Seated
Tainted Wisdom
The Bistro Butcher
The Immortal of Thunder
The Little Swordsman of Aile
The Unhappy Maiden
Thousand Dragon
Thunder Dragon
Time Wizard
Tremendous Fire
Twin-Headed Thunder Dragon
Witch of the Black Forest
Witch's Apprentice
Yado Karu



B. Skull Dragon



Unlock Condition:
Appears once you have a Red-Eyes B. Dragon in your Trunk.

Ancient Elf
Ancient Lizard Warrior
Armored Lizard
Armored Zombie
B. Skull Dragon
Big Eye
Blast Juggler
Bottom Dweller
Change of Heart
Crawling Dragon
Deepsea Shark
Destroyer Golem
Disk Magician
Doma The Angel of Silence
Electric Lizard
Elegant Egotist
Empress Judge
Feral Imp
Ground Attacker Bugroth
Harpie Lady
Harpie Lady Sisters
Hibikime
Hunter Spider
Hyoisube
Jinzo #7
Kaminari Attack
Killer Needle
Kojikocoy
Leghul
Leogun
Magician of Faith
Mask of Darkness
Masked Sorcerer
Mega Thunderball
Morphphen
Mystic Lamp
Ocubeam
Ooguchi
Pale Beast
Petit Moth
Queen's Double
Rainbow Flower
Roaring Ocean Snake
Rock Ogre Grotto #1
Soul Release
Steel Scorpion
Summoned Skull
The Cheerful Coffin
Tongyo
Trent
Tribute to The Doomed
Water Omotics
White Magical Hat
Winged Dragon, Guardian of the Fortress #1

Blue-Eyes White Dragon



Unlock Condition:
Appears once you have a Blue-Eyes White Dragon in your Trunk.

Aqua Madoor
Basic Insect
Beast Fangs
Blue-Eyes White Dragon
Book of Secret Arts
Celtic Guardian
Charubin the Fire Knight
Dark Gray
Dark Hole
Dark King of the Abyss
Dark Magician
Darkfire Dragon
Dissoverock
Dragon Capture Jar
Fiend Reflection #2
Firegrass
Fissure
Flame Ghost
Flame Manipulator
Flame Swordsman
Forest
Fusionist
Gaia The Fierce Knight
Green Phantom King
Hinotama
Hinotama Soul
Hitotsu-Me Giant
Kagemusha of the Blue Flame
King Fog
Kurama
Legendary Sword
Mammoth Graveyard
Masaki the Legendary Swordsman
Monster Egg
Mountain
Mystical Sheep #2
Nemuriko
Petit Angel
Petit Dragon
Polymerization
Power of Kaishin
Raigeki
Ray & Temperature
Red Medicine
Remove Trap
Root Water
Silver Fang
Skull Servant
Sogen
Sparks
The 13th Grave
The Furious Sea King
Trap Hole
Trial of Nightmare



Turtle Tiger
Two-Mouth Darkruler
Two-Pronged Attack
Umi
Violet Crystal
Wasteland
Yami

Exodia the Forbidden One



Unlock Condition:
Appears once you have an Exodia the Forbidden One in your Trunk.

Armall
Armed Ninja
Armored Starfish
Beaver Warrior
Curse of Dragon
Dark Energy
Darkworld Thorns
De-Spell
Dragon Treasure
Dragoness the Wicked Knight
Drooling Lizard
Electro-Whip
Enchanting Mermaid
Exodia the Forbidden One
Final Flame
Firearou
Flower Wolf
Follow Wind
Frenzied Panda
Gaia the Dragon Champion
Giant Soldier of Stone
Goblin's Secret Remedy
Gravedigger Ghoul

Hane-Hane
Hard Armor
Karbonala Warrior
Kumootoko
Larvas
Laser Cannon Armor
Left Arm of the Forbidden One
Left Leg of the Forbidden One
Lesser Dragon
Machine Conversion Factory
Man Eater
Man-Eater Bug
Meda Bat
Metal Dragon
Misairuzame
Monster Reborn
M-Warrior #1
M-Warrior #2
Mystical Elf
Mystical Moon
One-Eyed Shield Dragon
Pot of Greed
Raise Body Heat
Reaper of the Cards
Red-Eyes B. Dragon
Right Arm of the Forbidden One
Right Leg of the Forbidden One
Sand Stone
Silver Bow and Arrow
Skull Red Bird
Spike Seara
Spirit of the Harp
Steel Ogre Grotto #1
Stop Defense
Succubus Knight
Swords of Revealing Light
Terra the Terrible
Twilight Beast
Tyhone
Uraby
Vile Germs
Witty Phantom





Pink Millennium Eye



Unlock Condition:
Appears once you have 500 cards in your Trunk.

Acid Trap Hole
Appropriate
Armored Glass
Attack and Receive
Backup Soldier
Bell of Destruction
Blind Destruction
Call Of The Haunted
Castle Walls
Destruction Punch
Driving Snow
Dust Tornado
Enchanted Javelin
Fairy Box
Gift of The Mystical Elf
Graverobber's Retribution
Horn of Heaven
House of Adhesive Tape
Imperial Order
Infinite Dismissal
Jam Defender
Jar of Greed
Just Desserts
Light of Intervention
Magic-Arm Shield
Magic Cylinder
Mask of Restrict
Mask of Weakness
Metamorph
Michizure
Mirror Force
Mirror Wall
Negate Attack
Numinous Healer
Respect Play
Reverse Trap
Robbin' Goblin
Seven Tools of the Bandit
Skull Dice
Skull Invitation
Solemn Wishes
Solomon's Lawbook
Spellbinding Circle
The Emperor's Holiday
Time Seal
Tornado Wall

Torrential Tribute
Two-Pronged Attack
Ultimate Offering
Waboku
White Hole
Windstorm of Etaqua
World Suppression

Green Millennium Eye



Unlock Condition:
Appears once you have 1,000 cards in your Trunk.

Black Pendant
Blue Medicine
Burning Land
Chain Energy
Confiscation
Curse of the Masked Beast
Dark-Piercing Light
Darkness Approaches
Elegant Egotist
Forest
Fortress Whale's Oath
Fusion Sage
Gamma Sword Oath
Graceful Charity
Graceful Dice
Ground Collapse
Heavy Storm
Horn of Light
Horn of the Unicorn
Invigoration
Javelin Beetle Pact
Last Day of Witch
Legendary Sword
Machine Conversion Factory
Malevolent Nuzzler
Mask of Brutality
Mesmeric Control
Mooyan Curry
Mystic Box
Mystic Plasma Zone
Nobleman of Crossout
Novox's Prayer
Offerings to the Doomed
Painful Choice
Polymerization
Power of Kaishin
Prohibition
Raigeki

Resurrection of Chakra
Red Medicine
Remove Trap
Seal of the Ancients
Silver Bow and Arrow
Sogen
Soul Release
Spirit Message "A"
Spirit Message "I"
Spirit Message "L"
Spirit Message "N"
Sword of Deep-Seated
Sword of Dragon's Soul
The Cheerful Coffin
The Reliable Guardian
Umiruka
United We Stand
Violet Crystal
Zera Ritual

Yellow Millennium Eye



Unlock Condition:
Appears only after you defeat both targets of Target Week.

All cards in the game are available from this pack.

Relinquished



Unlock Condition:
Appears after you reach 5,000 points.

Ameba
Ancient One of the Deep
Forest
Axe of Despair
Black Illusion Ritual
Black Pendant
Chain Energy
Germ of Sanctuary
Confiscation
Curse of Fiend
Dark Witch
Darkness Approaches
Delinquent Duo
Electric Snake
Final Destiny
Fire Kraken
Giant Trunade
Giant Turtle Who Feeds on Flames
Gravekeeper's Servant
Griggle
Guardian of the Throne Room
High Tide Gyojin
Hiro's Shadow Scout
Horn of Light
Invader of the Throne

Liquid Beast
Maha Vailo
Malevolent Nuzzler
Mechanical Snail
Metal Fish
Minar
Mystical Space Typhoon
Painful Choice
Peacock
Penguin Knight
Queen Bird
Red Archery Girl
Relinquished
Rush Recklessly
Slot Machine
Snake Fang
Snatch Steal
Spellbinding Circle
The Forceful Sentry
The Reliable Guardian
Toil
Tyhone #2
Upstart Goblin
Weather Report
Whiptail Crow

Toon Blue-Eyes White Dragon



Unlock Condition:
Appears after you reach 10,000 points.

Barisher of the Light
Blue-Eyes Toon Dragon
Boar Soldier
Ceremonial Bell
Commencement Dance
Crab Turtle
Cyber Jar
Dark Zebra
Eatgaboon
Eternal Rest
Flash Assault
Flying Kamakiri #1
Gaia Power
Giant Germ
Giant Rat
Hamburger Recipe
Horn of the Unicorn
House of Adhesive Tape
Hungry Burger
Hyoanryu
Jigen Bakudan
Karate Man
Labyrinth Wall
Luminous Spark
Magical Labyrinth
Manga Ryu-Ran
Megamorph
Messenger of Peace
Molten Destruction
Mother Grizzly
Mystic Plasma Zone
Mystic Tornado



Nimble Momonga
October
Performance of Sword
Psychic Kappa
Rising Air Current
Ryu-Ran
Senju of the Thousand Hands
Shining Fairy
Sonic Bird
Spear Cretin
Stone Ogre Grotto
Toon Mermaid
Toon Summoned Skull
Toon World
Turtle Oath
Twin Long Rods #2
UFO Turtle
Uminuka
Wall Shadow

Driving Snow
Dust Tornado
Earthshaker
Enchanted Javelin
Flame Champion
Flying Kamakiri #2
Forced Requisition
Gift of The Mystical Elf
Graverobber
Gust
Harpie's Brother
Imperial Order
Inspection
Jinzo
Lightforce Sword
Light of Intervention
Magical Hats
Major Riot
Metal Detector
Mirror Wall
Morphing Jar #2
Mr. Volcano
Mystic Probe
Nobleman of Crossout
Nobleman of Extermination
Numinous Healer
Parasite Paracide
Premature Burial
Prohibition
Respect Play
Solomon's Lawbook
Steel Ogre Grotto #2
The Eye of Truth
The Regulation of Tribe
The Shallow Grave
Three-Headed Geedo
Time Seal
Twin-Headed Fire Dragon
World Suppression

Buster Blader



Unlock Condition:
Appears after you
reach 20,000 points.

7 Completed
Appropriate
Armored Glass

Backup Soldier
Buster Blader
Call Of The Haunted
Ceasefire
Chain Destruction
Cyber Falcon
Darkfire Soldier #1
Darkfire Soldier #2
DNA Surgery



The Legendary Fisherman



Unlock Condition:
Appears after you
reach 30,000 points.

4-Starred Ladybug of Doom
Attack and Receive
Bite Shoes
Bombardment Beetle
Bubonic Vermin
Burning Land
Cold Wave
Dark Bat
Deepsea Warrior
Dimensionhole
Dokuroyaiba
Fairy Meteor Crush
Gamble
Gearfried the Iron Knight
Girochin Kuwagata
Goblin Attack Force
Gradus
Gravity Bind
Ground Collapse
Hayabusa Knight
Infinite Dismissal
Insect Barrier
Insect Imitation
Island Turtle
Limiter Removal
Mad Sword Beast
Michizure
Minor Goblin Official
Monster Recovery
Oni Tank T-34
Overdrive
Rain of Mercy
Science Soldier
Shadow of Eyes
Skull Invitation
Skull Mariner
Solemn Wishes
Souls of the Forgotten
Spikebot
Sword Hunter
The All-Seeing White Tiger
The Fiend Megacyber
The Legendary Fisherman
Thousand-Eyes Idol
Type Zero Magic Crusher
Wingweaver

Millennium Necklace



Unlock Condition:
Appears only on
every fourth Sunday
of the month.

Acid Trap Hole
Alligator's Sword Dragon
Alpha The Magnet Warrior
Aqua Chorus
Bell of Destruction
Beta The Magnet Warrior
Big Shield Gardna
Bright Castle
Crush Card
Cyber Shield
Cyber-Tech Alligator
Dark Sage
Dunames Dark Witch
Exchange
Gamma The Magnet Warrior
Gamma Sword
Gamma Sword Oath
Goblin Fan
Graceful Dice
Harpie's Feather Duster
Harpie's Pet Dragon
Insect Armor with Laser Cannon
Insect Queen
Kunai with Chain
Magic-Arm Shield
Mesmeric Control
Metamorph
Negate Attack
Salamandra
Seal of the Ancients
Sebek's Blessing
Seiyaryu
Sinister Serpent
Skull Dice
Slate Warrior
Sword of Dragon's Soul
Valkyrie the Magna Warrior
Vorse Raider
Widespread Ruin
Windstorm of Etaqua
Zoa





Dark Millennium Necklace



Unlock Condition:
Appears once you have 50 percent of all cards in the game in your Trunk.

Alligator's Sword
Anti-Magic Fragrance
Axe of Despair
B. Skull Dragon
Barrel Dragon
Black Luster Soldier
Blue-Eyes Ultimate Dragon
Blue-Eyes White Dragon
Buster Blader
Castle of Dark Illusions
Catapult Turtle
Celtic Guardian
Cocoon of Evolution
Crush Card
Dark Magician
Dark Magician Girl
Dark Necrofer
Dark-Eyes Illusionist
Destiny Board
Dimensional Warrior
Drill Bug
Dunames Dark Witch
Exodia the Forbidden One
Flame Swordsman
Fortress Whale
Gala The Fierce Knight
Gate Guardian
Giant Soldier of Stone
Graceful Dice
Great Moth
Harpie Lady Sisters
Hyozyanyu
Insect Queen
Invitation to a Dark Sleep
Jinzo
Kazejin
Kisetai
Kotodama
Kycro the Ghost Destroyer
Larvae Moth
Launcher Spider
Magic Cylinder
Magician of Black Chaos
Metalzoa
Panther Warrior
Pendulum Machine

Perfectly Ultimate Great Moth
Pumping the King of Ghosts
Red-Eyes B. Dragon
Red-Eyes Black Metal Dragon
Red-Moon Baby
Riryoku
Sanga of the Thunder
Seven Tools of the Bandit
Skull Dice
Suijin
Tailor of the Fiddle
The Legendary Fisherman
The Masked Beast
The Snake Hair
Thousand Dragon
Thousand-Eyes Restrict
Tiger Axe
Time Wizard
Torrential Tribute
Total Defense Shogun
Ultimate Offering

Dark Magician Girl



Unlock Condition:
Appears after you win 10 weekend Duels.

Dark Magic Curtain
Dark Magician
Dark Magician Girl
Magic Cylinder
Mystic Box
Thousand Knives

Destiny Board



Unlock Condition:
Appears once you beat all normal Duelists 10 times each.

Aqua Spirit
Bazoo the Soul-Eater
Blind Destruction
Boneheimer
Collected Power
Cyclon Laser
Dark Magician
Dark Spirit of the Silent

Deal of Phantom
De-Fusion
Destiny Board
Destruction Punch
Dragonic Attack
Earthbound Spirit
Ekibyo Drakmord
Flame Dancer
Fusion Gate
Garuda the Wind Spirit
Gilasaurus
Graverobber's Retribution
Headless Knight
Jowgen the Spiritualist
Lightning Conger
Maryokutai
Miracle Dig
Riryoku Field
Royal Command
Skull Lair
Soul of Purity and Light
Spherous Lady
Spirit Elimination
Spirit Message "A"
Spirit Message "I"
Spirit Message "L"
Spirit Message "N"
Spirit of Flames
Spiritualism
Summoner of Illusions
Supply
The Dark Door
The Earl of Demise
The Emperor's Holiday
The Gross Ghost of Fled Dreams
The Last Warrior from Another Planet
The Portrait's Secret
The Rock Spirit
Tornado Bird
Vengeful Bog Spirit
Zombyra the Dark

Dancing Fairy
Empress Mantis
Fairy Box
Fairy Guardian
Fire Princess
Fire Sorcerer
Flying Fish
Gadget Soldier
Grand Tiki Elder
Humanoid Slime
Humanoid Worm Drake
Hysterical Fairy
Infinite Cards
Jam Breeding Machine
Jam Defender
Jar of Greed
Lady Assault of Flames
Lady Panther
Lightning Blade
Mage Power
Marie the Fallen One
Mask of Brutality
Mask of Dispel
Mask of Restrict
Mask of the Accursed
Mask of Weakness
Melchid the Four-Face Beast
Nuvia the Wicked
Offerings to the Doomed
Return of the Doomed
Revival Jam
Scroll of Bewitchment
Shining Abyss
Spirit of the Breeze
St. Joan
Swordsman of Landstar
The Forgiving Maiden
The Masked Beast
The Unfriendly Amazon
Tornado Wall
Torrential Tribute
United We Stand
Worm Drake

The Masked Beast



Unlock Condition:
Appears after you beat all normal Duelists and win the Championship, Challenge Cup, and K.C. Cup.

Amazon Archer
Amphibian Beast
Bio-Mage
Blue-Eyes White Dragon
Card of Safe Return
Chosen One
Crimson Sentry
Cure Mermaid
Curse of the Masked Beast

Unknown Pack

Unlock Condition: Appears after you unlock all the other hidden booster packs.

Acid Trap Hole
Crush Card
Harpie's Feather Duster
Kunai with Chain
Metamorph
Millennium Shield
Red-Eyes B. Dragon
Total Defense Shogun
Widespread Ruin





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special effects

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type of Deck and cards
to watch out for

Black Luster Soldier



[Warrior/Ritual]

This monster is
summoned with the
Ritual Magic Card,
Black Luster
Ritual. You must
also offer monsters
whose total Level
stars equal 8 or more
from the field or
your hand as a

ATK 3000 DEF 2500



Your Deck:55

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Elliott Chin

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